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THE OFFICIAL

STAR TREK[®]

FACT FILES 227



The U.S.S. ENTERPRISE
Guide to the legendary starships

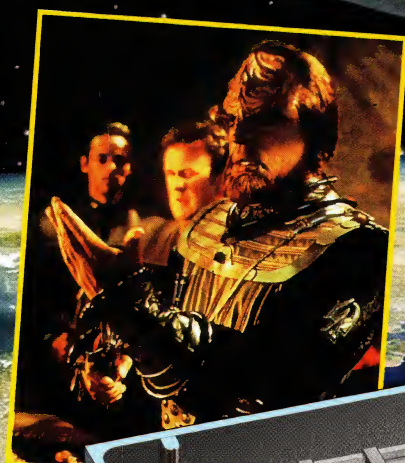
Vulcan Priestesses
Combining femininity and logic



Lt. Commander Worf
Rebuilding his life after Jadzia Dax

San Francisco Cetacean Institute
Home to Humpbacks George and Gracie

Teero Anaydis
Continuing the Maquis fight



U.S.S. VOYAGER NCC-74656
Cargo Bay 2 - home to the Borg



ISSN 1364-3983



9 771364 398003

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Published by GE FABBRI Ltd.
Elme House
133 Long Acre
London WC2E 9AW

Produced by Aerospace Publishing Ltd.
179 Dalling Road
London W6 0ES

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Special thanks to Michael Okuda, Denise Okuda, Rick Sternbach, and the Art Departments for the current STAR TREK series

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Colour reproduction by Bright Arts Graphics (S) Pte Ltd
Printed in Great Britain by Southernprint Ltd & Waddington Chorleys PFB Ltd
Trade distribution by COMAG (Tel. 01895 444055)
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The Guide to the STAR TREK Galaxy

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Distortion Wave

A strange distortion wave that twists the **U.S.S. Voyager NCC-74656** almost beyond recognition in 2371, is actually found to be a method of communication. The wave's passing deposits an immense amount of information into the **Starfleet** vessel's database before it departs.

'Twisted'
FILE 71
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FILE 5 CARD 32

The Sky Spirits

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The EMH: Away Missions



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'Silver Blood' Aliens

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Saving the U.S.S. Voyager



'Timeless'
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Photonic Aliens



'Bride of Chaotica!'
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Chakotay comes into contact with a mysterious species in chaotic space in 2375. Their only method of communication is via the metaphor of a boxing match in the **holodeck**.

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FILE 18 CARD 134

The Midas Array



'Pathfinder'
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'Virtuoso'
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FILE 18 CARD 129

Electromagnetic Life Form

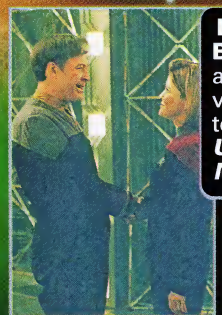


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A gaseous **electromagnetic life form** is brought aboard the **U.S.S. Voyager NCC-74656** in 2376. It makes faltering attempts to communicate with the crew by reconfiguring the ship's systems.

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Reginald Barclay Hologram



Lt. Reginald Barclay creates a holographic version of himself to send to the **U.S.S. Voyager NCC-74656**.

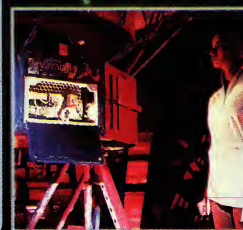
'Inside Man'
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FILE 56 CARD 6A

V'Ger

Star Trek: The Motion Picture
FILE 72

The **V'Ger** probe travels across the Galaxy to the planet Earth in 2271 in an effort to contact its creator.



FILE 42 CARD 2A

Cetacean Probe



Star Trek IV: The Voyage Home
FILE 75

The **Cetacean Probe** travels to Earth in 2286 in an attempt to contact the planet's indigenous humpback whales.

FILE 42 CARD 1

The Federation and First Contact



First Contact between humans and **Vulcans** is sealed with a handshake.

Star Trek: First Contact
FILE 79

FILE 7 CARD 1D



THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7 CARD 31



THE UNITED FEDERATION
OF PLANETS

CETACEAN INSTITUTE

In a manner unsuspected by any of its employees or visitors, this American marine research institute in the late 20th century becomes the fulcrum of Earth's destiny, when visitors from the 23rd-century appear in an attempt to save the planet.

The **Maritime Cetacean Institute** is located in Sausalito, near San Francisco, on the North American continent of Earth, in the late 20th century. In many ways a pioneering institution, it is both a huge commercial aquarium, with regular tours open to the general public, and a prestigious research center.

The Director of the Institute, **Bob Briggs**, is a compassionate but overworked man whose preoccupation with the needs of balancing the commercial and scholarly aspects of the Institute can lead him to be unwittingly insensitive to the feelings

of his co-workers.

A large complex of modern white buildings, with an airy, inviting aspect, the Institute is a sufficiently popular tourist attraction as to merit its own stop on the local bus routes, and interested parties enter through the main doors to be greeted by one of the Institute's experienced guides; these are very often undergraduates or students combining tour guide work with a research assistant position, but the Institute is keen to emphasize the scientific aspect of their work as well as the showmanship of their establishment, and even the chief researchers are expected to conduct tours

periodically. Most rise to the challenge and find that they enjoy dealing with members of the public.

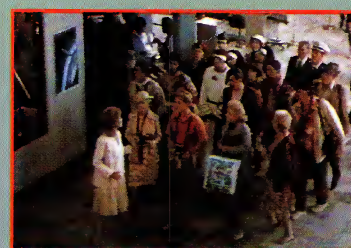
Place of expertise

As the only museum in the world almost entirely devoted to whales, the Institute obviously has a plethora of exhibits devoted to this misunderstood and mysterious species; the wood-paneled walls of the main entrance are covered with photographs and diagrams explaining the whales' ecological niche and habitat, and suspended from the high ceilings are a selection of life-size fiberglass replicas, showing the members of the cetacean family in detail.



Remarkable educational experience

The Cetacean Institute seeks to educate and entertain its visitors using detailed exhibits that explore the many underwater species of Earth.



Public tour

Guided tours of the Cetacean Institute are available for the general public. They are conducted by a member of the Institute's staff.

The tours then proceed down a corridor lined with glass display cases featuring smaller replicas and cutaway models, each

carefully captioned, before coming to the video exhibit.

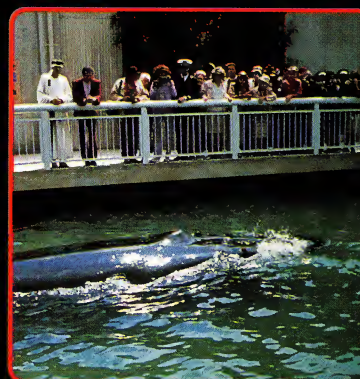
As a serious scientific concern, the Institute's policy is not merely to entertain the public with anecdotes about this aquatic species, but to increase public awareness of the urgent plight of the whale species, their ecological significance, and the imminent extinction that they face from hunting expeditions, which, despite the best-intended efforts of several nations, are still continuing.

To this end, the video exhibit takes the often-startled visitors through the history of whaling, from its earliest origins to the modern, more 'efficient' methods, which, rather than restricting hunting to renewable and sustainable culling, are bringing whales ever more rapidly and efficiently to the brink of annihilation.

THE REBIRTH OF A SPECIES

Aquatic Adam and Eve

George and Gracie agree to travel with Admiral Kirk and his crew to the 23rd century, where Earth is facing destruction from the effects of an alien space probe that is attempting to communicate with humpback whales – a species extinct in that time. After answering the probe, and averting the destruction of Earth, they begin the repopulation of their vanished species on Earth.



Entertaining duo

The amazing sight of two humpback whales enthalls the many thousands of visitors who pass through the doors of the San Francisco Cetacean Institute.

Proud Parents

A little-known secret is that Gracie is pregnant with a calf at the time she and George are released into the wild in 1986.



GALAXY FACTS

- ▶ The Institute's most famous residents, **George and Gracie**, weigh 45000 pounds each and consume up to two tons of shrimp each day.
- ▶ **George and Gracie** are named after **George Burns** and **Gracie Allen**, a famous married comedy duo of the 1930's and 1940's, popular in the movies and on radio.

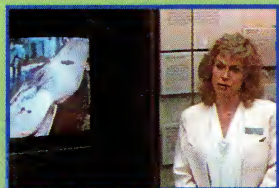
This harrowing footage is followed by a short question-and-answer period, after which the tour proceeds to the Institute's prize exhibit – the world's largest open-air seawater tank. Actually an enclosed section of Sausalito Bay, this is the home to the Institute's most famous denizens, **George** and **Gracie**, two orphaned humpback whales that wandered into the bay as infants, and were raised in captivity by the Institute. A series of stairways takes the visitors to the subterranean level of the tank, where concrete pillars support the immense glass walls which allow a full view of **George and Gracie**. A looped recording plays whale song to demonstrate the haunting power of this mysterious refrain, believed by many scientists of the time to be a method of intelligent communication.



The Guide to the STAR TREK Galaxy

FILE 7 CARD 31

CETACEAN INSTITUTE



▶ Some of the video footage shown at the Institute is quite graphic in its content.



▶ The expansive Cetacean Institute features the world's largest seawater tank.

▶ Dr. Taylor fears that plans to release **George and Gracie** into the wild will lead to their untimely death.



▶ Admiral Kirk's hastily-constructed whale tank aboard a stolen **KLINGON BIRD-OF-PREY** meets with the approval of Dr. Gillian Taylor.

attempting to communicate with a species that has been extinct on Earth for almost 200 years. Realizing that the only hope for humanity lies in the past, the **Starfleet** officers perform a daring slingshot maneuver around the sun

to travel to the late 20th century, and eventually track down **George and Gracie** at the Institute.

The best solution

Realizing that whales raised in captivity would probably be more amenable than wild specimens, Kirk wins the confidence of **Dr. Gillian Taylor**, the Institute's Assistant Director, and – not without overcoming some hazards along the way – returns with **George and Gracie** to the 23rd century, where the whales answer the probe's signals and narrowly avert the destruction of Earth.

The fate of **George and Gracie**, and indeed of Dr. Taylor, who elects to accompany the whales to the future, will remain a mystery to the staff of the Cetacean Institute, which continues to do innovative research in the last days of the 20th century.

These scientists are correct; whale song is a means of communication, and it is ironic that, while humanity has been pondering the existence of life on other planets for centuries, Earth's aquatic denizens have actually been in communication with extraterrestrial life forms for almost as long.

In search of whales

By the early 21st century, whales have been hunted to extinction on planet Earth, and the life forms with whom they have been in communication send a probe to investigate. By the 23rd century, this immense probe is approaching Earth, causing power to be drained from any vessels and space stations it passes, leaving them drifting and defenseless in its wake. All attempts to stop it, or to communicate with it, are fruitless. The

probe disregards human signals, listening for the song of whales; the only form of communication it recognizes. When it reaches Earth, having still received no response, it amplifies the carrier wave yet further, with catastrophic consequences for humanity.

The probe's intensified signals begin to vaporize the oceans, creating a dense cloud cover that blocks off the sun's rays. This alone will doom the planet within a short space of time, but the disastrous meteorological conditions generated by the probe's signals threaten to eradicate humanity much more rapidly.

En route to Earth, **Admiral James T. Kirk**, formerly of the **U.S.S. Enterprise NCC-1701**, and his senior staff correctly identify the probe's signals as whale song. The probe is

CARING FOR THE FUTURE

Crusading marine biologist

The attractive and vivacious **Dr. Gillian Taylor**, an assistant director of the Institute, often conducts tours personally as part of her attempt to educate the general public about the plight of whales. She supervises the care of **George and Gracie** for most of their lives, and becomes distraught when they have to be released back into the ocean, especially when she learns of their imminent danger from whalers. Having gained the confidence of **Admiral Kirk**, she assists in his rescue of her beloved whales, and travels with Kirk's crew to the 23rd century where she earns a post on a science vessel.



▶ Shocking discovery

*Taylor is distraught to discover that **George and Gracie** have been shipped to Alaska without her knowledge.*

▶ Unwanted visitor

*Spock's excursion into **George and Gracie's** tank deeply angers **Gillian Taylor**.*

▶ Caring
Dr. Taylor cares for **George and Gracie** with dedication and immense affection. She often talks to the whales as they swim gracefully past her in their vast sea water tank.





THE
VULCANS

The Guide to the STAR TREK Galaxy

FILE 8 CARD 14

VULCAN PRIESTESSES



THE
VULCANS

Members of a philosophical order tracing its roots back to the earliest days of Vulcan civilization, the highly placed priestesses of Vulcan are the secret custodians of the Vulcan soul.

The name of the **Vulcan** race is synonymous throughout the known Galaxy with logic and reason, and with the relentless subjugation of all emotion to attain a higher philosophical discipline. It is taken for granted that the Vulcan species can be counted upon to react dispassionately to every conceivable situation. Yet, unknown to the majority of off-worlders, there exists a sect of philosophers and arbiters whose existence predates the rule of logic on Vulcan, and who are the living bridge between Vulcan's cerebral present civilization and its savage past.

The Time of Awakening

In ancient times, the Vulcans were a passionate, violent people, intelligent but completely ruled by their turbulent emotions.

Their civilization was torn by terrible internal conflicts, and came to the brink of extinction. One man, the philosopher **Surak**, saw a future for his people beyond mutual annihilation, but it required a complete change of behavior for the Vulcan race, turning from the path of emotion to the path of reason and logic. This remarkable renaissance became known as the **Time Of Awakening**, and took place more than 2000 years ago.

Individuals, however influential, are mortal; Surak, now revered as the father of Vulcan civilization, died, but his teachings lived on in the cult of philosophers known as the Vulcan priestesses or Vulcan masters, who devote themselves to helping others channel, sublimate, or, in rare cases, safely release their emotions thus enabling them to turn once again

Spock must learn from the wise teachings of the Vulcan priestesses as he attempts to complete the grueling Kolinahr ceremony in 2271.



to the path of logic.

The role of the Vulcan priestesses is shrouded in mystery; they are accorded the highest respect in Vulcan society, but are nevertheless seldom spoken of, and almost never with off-worlders. If a non-Vulcan is aware of a priestess at all, it is only in her capacity as a high-ranking official, or other such euphemism. To admit to the need for these



The attendants who are always found close to the priestesses of the planet Vulcan wear simple, flowing gowns, and elaborate headpieces. They move at a slow, controlled pace.

guardians of tradition, with the emotional connotations

of their role is deeply embarrassing to the Vulcan people, for the priestesses' importance is not merely historical or ceremonial; they coexist with mainstream Vulcan society, and are in many ways instrumental to its function. Vulcan priestesses are almost always venerable women, of great age and wisdom, with a deceptively fragile appearance. They are elaborately robed, with ornate headdresses or cowls covering their hair. Often having difficulty in walking, they are supported by an assistant, or carried, in a ceremonial sedan chair on the shoulders of acolytes. Their physical frailty is belied, however, by their sheer force of will, denoting their decades of rigorous preparation and training. They are seldom seen without attendants, younger persons hoping for insight and enlightenment, who can number from five to several dozen depending on the complexity of the rite involved.

T'PAU

August Matriarch

Perhaps the best-known Vulcan female is **T'Pau**, whose reputation for political astuteness goes beyond the usual role of a priestess; she has been involved with Federation politics, though she has declined the offer of a seat on the Council, and is so well-respected in the Federation that a request from her has the rule of law. She officiates at the near-wedding of Spock and T'Pol in 2267, causing Captain Kirk some surprise; he had not realized Spock's family was so important as to have an official of T'Pau's stature conduct his wedding.



T'Pau is one of the most revered women of Vulcan society. She has garnered a reputation as something of a legend in her own right.

T'Pau presides over the ritual combat between Spock and Captain Kirk that ensues when T'Pol refuses to marry her betrothed in favor of Stonn.



Important role

It is not known by what criteria potential Vulcan priestesses are selected, how they are approached or trained, or whether it is a voluntary or coercive process, though the number of attendants usually seen with a priestess indicates that it is a highly esteemed position, and that there should logically be no shortage of volunteers. It is also clear, from the known examples, that a high degree of mental discipline is required, and a greater than

VULCAN FACTS

Although referred to as priestesses, the High Philosophers of Vulcan do permit males to participate in their rituals, and there is no recorded prohibition against males aspiring to priesthood.



average telepathic capacity.

One of the key roles of the Vulcan priestesses, and one of the greatest sources of embarrassment for the Vulcan population, is their role in regulating the **Pon farr**, the seven-year mating cycle to which every Vulcan is subject during his or her adult life. Vulcans are frequently 'bonded' at the age of seven or eight, with a priestess initiating a telepathic bond between the two parties. Less than a marriage, but more than a betrothal, this bond will compel both predestined mates to rendezvous when the Pon farr strikes. Vulcan priestesses officiate at the actual wedding ceremonies, the **Koon-ut-kal-if-fee** – an ancient Vulcan term roughly



THE
VULCANS

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FILE 8 CARD 14

VULCAN PRIESTESSES



THE
VULCANS



Vulcan priestesses are often surrounded by a number of attendants who take part in ceremonies, and ensure that the priestess is comfortable.



T'Lar's attendants carry the body of Captain Spock to the raised dais on Mount Seleya where the **fal-tor-pan** ceremony is performed in 2285.

The priestess present during Spock's **Kolinahr** ritual in 2271 is attended by two male Vulcans.

translatable as "marriage or challenge."

The Koon-ut-kal-if-fee's origins date from the time when Vulcans used to fight to the death to win their mates, and in rare cases when a potential spouse deems his or her betrothed unsuitable, the challenge can still be issued. The disputed party then battles the challenging party's champion to the death with the ancient weapons of the **ahn-woon** and the **lirpa**. Violent combats to the death over a mate are anathema to the logical, conscious Vulcan mind, but the biological imperative of the Pon farr, which causes these periodic bouts of insane desire and rage, is the price the stoic Vulcans must pay for their total repression of emotion in every other aspect of their

lives. If the challenge is met, it is the role of the priestess to ensure that all is done honorably. If dishonor or cowardice is shown her judgment can take the life of either party. Subsequent episodes of the Pon farr are a more private matter between the spouses concerned, but it will be appreciated that in safely regulating this initial contact, the most volatile time in a Vulcan's life, the intercession of the priestesses is vital.

Sacred ritual

The priestesses are also instrumental in administering the discipline of **Kolinahr**, one of the most sought-after distinctions in Vulcan society. Although the popular belief is that Vulcans have no emotions, this is a misconception; Vulcans have intense emotions, but simply learn, through a lifetime of discipline and training,

T'Lar remains motionless as her attendants prepare Spock's regenerated body prior to the beginning of the **fal-tor-pan** ceremony.



T'Lar places herself in considerable danger when she performs the **fal-tor-pan** ceremony to reunite Spock's body and soul.



to suppress them. To achieve **Kolinahr** is to purge all remaining emotions from one's mind, to negate them to such a degree that they are imperceptible, even to an accomplished Vulcan priestess during a **mind-meld**. The training for **Kolinahr** has not been known to take less than five years – frequently much longer – and is regarded as arduous even by the standards of the Vulcan people, who are not generally known for their love of ease and comfort. Unsurprisingly, it is a state rarely attained.

A Spiritual Repossession

The Vulcan priestesses have been described, to the few off-worlders who know of them at all, as the custodians of the Vulcan soul. It is not until 2285 that it is fully realized that this is not mere hyperbole, but the literal truth.

Just prior to death, Vulcan custom is to **mind-meld** with a friend who is entrusted with the duty of returning the **katra**, the living spirit of the deceased, to the priestesses on **Mount Seleya** on Vulcan. This fact becomes known to several non-Vulcans when **Captain Spock** of the **U.S.S. Enterprise**

NCC-1701 dies in the line of duty, and, in the absence of any other Vulcans, places his **katra** in the mind of **Dr. Leonard H. McCoy**. McCoy, not being Vulcan, and in any event being an unwilling, unprepared host, begins to show severe psychological damage shortly after the **mind-meld**, and this causes **Admiral James T. Kirk**, and Spock's father **Ambassador Sarek**, to take McCoy to Vulcan in the hope that Spock's **katra** can be removed from him. In an unprecedented turn of events, Spock's physical body has been regenerated by exposure to the unique biosphere of the **Genesis Planet**, where it was interred. Spock's body and, via McCoy, Spock's spirit are reunited by the **fal-tor-pan**, the ceremony of refusal, which the Vulcan priestess **T'Lar** conducts at Mount Seleya. Great danger and difficulty is involved in this rite, which could cost the lives of Spock, McCoy, and T'Lar herself, but eventually Spock is made whole again. Despite their vital role in Vulcan society, the Vulcan priestesses remain one of its best-kept secrets; a position they maintain in order to keep their effectiveness.

MYTHICAL RITUAL

Unprecedented Achievement

Although T'Pol is the best-known Vulcan priestess, the greatest documented achievement of a priestess must be T'Lar's reunification of Spock's sundered body and soul in 2285. Although the **fal-tor-pan** – the ceremony of refusal – is known of, it has not been performed for centuries, and even then, only in legend. The ritual requires T'Lar to act as a living telepathic conduit between Spock and Dr. McCoy, who is carrying Spock's **katra**, and it also poses significant danger to the lives of the three participants. Nevertheless, the ritual ultimately proves to be successful in reuniting Spock's body and spirit.



T'Lar is one of Vulcan's most respected elders. She possesses an incredible wisdom, and a regal appearance.


Klingon Birds-of-Prey: Fleet Listings

I.K.S. PAGH

CAPTAIN: Hargan

The *I.K.S. Pagh* is an example of the larger *K'Vort*-class version of the Klingon vessel. In 2365, **Starfleet** officer **Commander William Riker** briefly serves aboard the *Pagh* as its second-in-command, as part of an officer exchange program. He is initially regarded with suspicion and contempt by the crew, but soon manages to convince them that he is every bit as tough as they are.



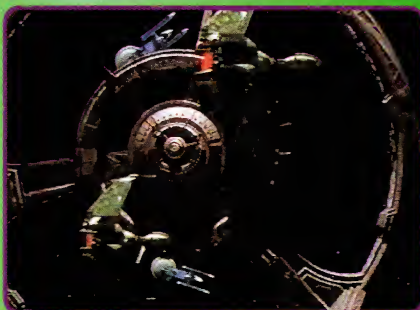
 The crew of the *I.K.S. PAGH* gives **Commander Riker** a hard time, but he soon proves his worth to them.


STARSHIP LOG: 'A MATTER OF HONOR' [TNG]

I.K.S. SLIVAN

CAPTAIN: Unknown

The *I.K.S. Slivan* is one of the *Klingon Birds-of-Prey* that takes part in **General Martok's** plan to attack a series of starbases in **Cardassian** space toward the end of the **Dominion** war. During the attack on **Trelka V**, the *Slivan* conforms to the flight path of the *I.K.S. Ch'Tang* and the *I.K.S. Orancho*, as they descend into the planet's atmosphere and successfully launch their attack. When the vessels begin their subsequent retreat from **Trelka V**, the crew of the *Slivan* report that they have suffered a hull breach on their port quarter. Nevertheless, the damage does not adversely affect the *Slivan's* ability to function, and it is able to engage its **cloaking device** in order to complete its escape.



 The *I.K.S. SLIVAN* forms part of **General Martok's** five vessel attack force against the **Cardassian** base on **Trelka V** in 2375.

STARSHIP LOG: 'ONCE MORE UNTO THE BREACH' [DS9]

I.K.S. Y'TEM

CAPTAIN: Unknown

This *Klingon Bird-of-Prey* joins several other vessels from **Starfleet** and the **Klingon Defense Force** at **Deep Space Nine** in 2373. The fleet is assembled in anticipation of a **Dominion** invasion fleet coming through the **Bajoran** wormhole.


STARSHIP LOG: 'BY INFERNO'S LIGHT' [DS9]

I.K.S. ROTARRAN

CAPTAIN: General Martok


When **General Martok** is assigned to the post of captain of the *I.K.S. Rotarran* during the darkest days of the **Dominion** war, the crew are demoralized and lacking in self-confidence following a string of defeats at the hands of the **Jem'Hadar**. Under Martok's leadership, and with some help from **Worf**, the crew successfully rescue the endangered crew of another Klingon vessel, the *B'Moth*, and go on to make a significant contribution to the defeat of the **Dominion**. The *Rotarran* is one of the ships that makes up the taskforce that retakes **Deep Space Nine** from the **Dominion** in 2374.




 Under the command of **General Martok**, the *I.K.S. ROTARRAN* has an important role to play in the **Dominion** war.

STARSHIP LOG:

'SOLDIERS OF THE EMPIRE' [DS9]

 The *I.K.S. ROTARRAN* achieves a number of glorious victories under the command of **General Martok**.

 The demoralized crew of the *I.K.S. ROTARRAN* dine together at a long table.




I.K.S. VORN

CAPTAIN: Unknown

Duras travels to his rendezvous with the *U.S.S. Enterprise NCC-1701-D* aboard this *Klingon Bird-of-Prey* in 2367. He is aboard the vessel when **Lt. Worf** discovers that **Duras** has murdered **Worf's** lover, **K'Ehleyr**, who has uncovered proof of his family's treachery. **Duras** dies aboard the *I.K.S. Vorn* at **Worf's** hand.



 The traitorous **Duras** is killed aboard the *I.K.S. VORN* by **Worf**, in revenge for the murder of **K'Ehleyr**.

STARSHIP LOG: 'REUNION' [TNG]


Klingon Birds-of-Prey: Fleet Listings

H.M.S. BOUNTY


CAPTAIN: Admiral James T. Kirk

This *Klingon Bird-of-Prey* is commanded by **Kruge** until it is stolen by the crew of the *U.S.S. Enterprise NCC-1701* at the **Genesis Planet** in 2285. The **Starfleet** officers intend to travel back to Earth, via **Vulcan**, in the craft, but events transpire that require them to make a detour through time to the late 20th century, giving the ship the distinction of being the only **Klingon** vessel that is known to have made a journey through time.


STARSHIP LOG: STAR TREK IV: THE VOYAGE HOME

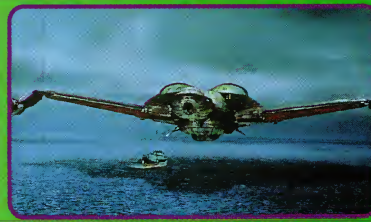
 The *H.M.S. BOUNTY* takes a trip to the late 20th century in order to save two whales, helping to save the Earth in 2286.



 The former crew of the *U.S.S. Enterprise NCC-1701* christen their *BIRD-OF-PREY* the *H.M.S. BOUNTY* during their stay on **Vulcan** in 2286.



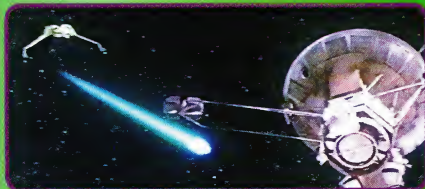
 **Admiral Kirk** reveals his *BIRD-OF-PREY* to the crew of a 20th-century whaling ship in order to save **George** and **Gracie** from death.




UNKNOWN

CAPTAIN: KLAA

This *Klingon Bird-of-Prey* is commanded by **Captain Klaa** in 2289, along with **First Officer Vixis**. The vessel responds to the hostage situation on the planet **Nimbus III**, albeit only because **Klaa**



 **Captain Klaa** uses the formidable weapons of his vessel to destroy the ancient Earth probe **PIONEER 10**.

wants to engage a **Federation** vessel in battle. After failing to destroy the *U.S.S. Enterprise NCC-1701-A*, **Klaa** tracks the starship to the planet **Sha Ka Ree**, where, after a brief attack, his authority is overruled by **General Korrd** and he is replaced as captain by **Spock**.


STARSHIP LOG: STAR TREK V: THE FINAL FRONTIER

UNKNOWN

CAPTAINS: LURSA AND B'ETOR

The **Duras** sisters, **Lursa** and **B'Etor** command an aged **D-12-class Klingon Bird-of-Prey** in 2371, during their alliance with **Dr. Tolian Soran**. The **El-Aurian** scientist assists the **Duras** sisters in learning the shield modulation frequency of the *U.S.S. Enterprise NCC-1701-D*, allowing them to mount an attack. The *Enterprise* crew are able to use an ionic pulse to reset the **Klingon's** cloaking device—leaving them defenseless.



 The **Duras** sisters open fire on the *U.S.S. ENTERPRISE NCC-1701-D* in 2371, having learned its shield modulation frequency.



 The *BIRD-OF-PREY* is destroyed after the *ENTERPRISE* crew reset its cloaking device.


STARSHIP LOG: STAR TREK GENERATIONS

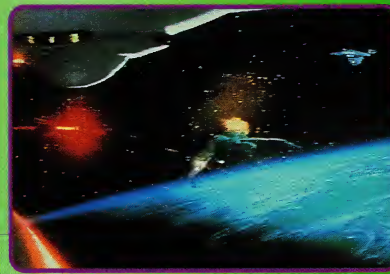
UNKNOWN

CAPTAIN: GENERAL CHANG

The *Klingon Bird-of-Prey*, commanded by **General Chang** in 2293, is the only vessel of its kind that can fire while cloaked. This ability is used to devastating effect when **Chang** conspires with **Federation** and **Romulan** personnel to disrupt the **Klingon-Federation** peace initiative. Nevertheless, the *U.S.S. Enterprise NCC-1701-A* is able to detect the vessel during conflict when a suggestion made by **Commander Uhura** leads to a successful attempt to track the *Bird-of-Prey's* exhaust emissions.

STARSHIP LOG: STAR TREK VI: THE UNDISCOVERED COUNTRY

 **General Chang's** prototype **KLINGON BIRD-OF-PREY** is destroyed in orbit of **Khitomer** in 2293.



UNKNOWN

CAPTAINS: Unknown

In 2366, the *U.S.S. Enterprise NCC-1701-D* enters the **Neutral Zone** to investigate the possibility of a **Romulan** invasion force assembling at **Nelvana III**. The **Starfleet** crew are well aware that they may be heading into a trap, so **Captain Jean-Luc Picard** arranges for some assistance; when the information does indeed prove to be false, and the *Enterprise* is surrounded by three **Romulan Warbirds**, an equal number of **Klingon Birds-of-Prey** decloak, ready to attack.



 The *U.S.S. ENTERPRISE NCC-1701-D* is protected by the appearance of three **KLINGON BIRDS-OF-PREY** after it enters the **Neutral Zone** in 2366.

STARSHIP LOG: 'THE DEFECTOR' [TNG]

Worf: Life After Jadzia Dax

The loss of Jadzia Dax is one of the hardest struggles that the Klingon warrior Lt. Commander Worf must face. He comes to terms with the death of his wife by honoring her memory, and accepting that in some ways she lives on in Ezri Dax.

Most Klingon warriors are as passionate about their mates as they are about honor and glory. **Jadzia Dax**

becomes the true focus of **Lt. Commander Worf's** life when they marry in 2374, and he devotes his heart to the spirited **Trill**. Their marriage is an unlikely but strong match, and they make plans to have a child.

These hopes are dashed just nine months into their union, when Jadzia is killed by a **Pah-wraith** in the **Bajoran** temple on **Deep Space Nine**. Worf hears the news of her mortal injury in the aftermath of a key turning point in the **Dominion war** – the taking of the **Chin'toka System**. He manages to make it to his wife's bedside to witness her dying moments, and he lets out a bloodcurdling scream of anguish and rage when she takes her final breath.

It is as though the Klingon's life has been

snuffed out; he withdraws into himself as a dark cloud of anguish descends upon him. He keeps a photo of himself and Jadzia by his bed in the quarters they shared, and he often spends his nights gazing at it, unable to sleep.

Lost in grief

Worf's grieving is done privately, despite the efforts of his friends aboard **Deep Space Nine** to rally around and bring him out of himself. **Chief Miles O'Brien** takes the tack of reminding him of happier times, such as their tour of duty together aboard the **U.S.S. Enterprise NCC-1701-D**, but Worf remains inconsolable.

Part of the Klingon's anxiety is due to what he sees as the uncertain fate of Jadzia's spirit. She was made part of the **House of Martok** when they married, so she is a Klingon warrior in his eyes. Worf is tortured by the idea that his beloved may have been denied a place in **Sto-Vo-Kor**, the

PROFILE OF A WIDOWER

2374: Jadzia Dax is murdered by the Pah-wraith possessed Dukath after less than a year of marriage.

2375: Worf undertakes a dangerous mission in Dominion space, along with some of Jadzia's closest friends, in order to ensure her a place among the honored Klingon dead in Sto-Vo-Kor. He must also deal with the Dax symbiont returning to **Deep Space Nine** in the body of Ezri Tigan.

▶ **Worf's sole aim at the beginning of 2375 is to ensure that Jadzia Dax can enter Sto-Vo-Kor.**



Klingon heaven because she never ate the heart of one of her enemies, and did not die in a glorious battle.

He resolves to win a great battle in Jadzia's name to ensure her entry,

but the convoy duties to which he is assigned afford him little opportunity; he laments the fact that the conflict has ground to a halt in the months following Jadzia's death.

his late wife, as he believes no one is worthy of her, or could understand the kind of woman she was. He comes to appreciate Jadzia's friends desire to honor her, however, and he eventually welcomes the regard shown by O'Brien, **Dr. Julian Bashir**, and the **Ferengi** barkeep **Quark** when they join the mission.

The bold attack is a brilliant success, and a little of Worf's intense grief appears to be cleansed by the fireball that engulfs the shipyards. His victorious chant commands Sto-Vo-Kor to open its gates and welcome for all eternity the honored warrior Jadzia Dax.

IN MEMORY OF JADZIA DAX

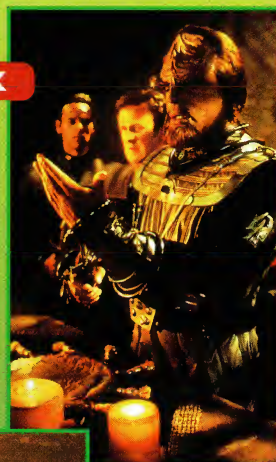


★ In command

Worf finds that convoy duty offers him little chance of commemorating Jadzia in battle.

★ Blood Brothers

Worf dedicates the forthcoming battle, and the lives of his crew to the memory of his beloved Jadzia.



★ In battle

Worf allows some of Jadzia's closest friends, including the Ferengi, Quark, to join the mission that will allow her to enter Sto-Vo-Kor.



★ **Dangerous mission**
General Martok realizes that Worf's all-encompassing grief can only be alleviated by undertaking a mission in Jadzia's honor.



Worf: Life After Jadzia Dax

— and for the first time in a long while the Klingon smiles.

Other challenges face Worf in his long journey to come to terms with his loss. Chief among these is the arrival in early 2375 of **Ezri**, the replacement host for the Dax symbiont. Worf cannot accept the new Trill or reconcile her presence with his loss; he cannot even bear

to be in the same room as Ezri, and avoids any situation in which they might meet.

He is nevertheless very proprietorial of the new Dax. He witnesses what he believes is the spark of a relationship between her and Julian Bashir, and he aggressively warns the doctor not to pursue a romantic engagement. Ezri is not Jadzia, and Worf believes that acting as if she is dishonors Jadzia's memory.

Inner conflict

Dax's new host throws Worf into emotional turmoil. He cannot fathom how to dignify the memory of the woman he loves when she is not really dead. Part of him is glad to know Jadzia is not gone forever, but he almost wishes she was as the burden would be a simpler one to bear.

Ezri, for her part, does not want to put Worf through any more heartache than he has already experienced. She knows he is in pain through the strong emotional bond she still feels with him. She resolves to accept a post off the station, but the Klingon conquers his confusion and asks her to stay.

He has come to realize that treating Ezri as a stranger is more of a dishonor to Jadzia than accepting that she carries part of his wife within her. He knows that it will take a long time for him to get over all that has happened — but the fact that he can recognize this

is his first major step.

A further turning point comes when the pair are marooned behind enemy lines, and must face their conflicted feelings. There is a clear attraction, but Worf realizes that he is confusing his feelings for Jadzia with feelings for Ezri.

He tries to make himself believe that he loves Ezri, but he cannot ignore the fact that he does not feel the same way as he did for Jadzia. He simply acts on a physical impulse when he allows himself to see in Ezri something of his beloved Jadzia.

The pair resolve to be friends with the last of their emotional baggage worked through. Worf's pain is finally put in some perspective, and his healing is able to begin.

★ Life begins again

Worf begins to rebuild his life with the aid of his friends on DEEP SPACE NINE. He even takes part in a holodeck baseball match.



★ Reconciled

Worf and Ezri Dax are close friends by the time they go their separate ways in 2375.



★ New beginning

Worf kills Chancellor Gowron in 2375, an event that leads to a fresh direction in his life.

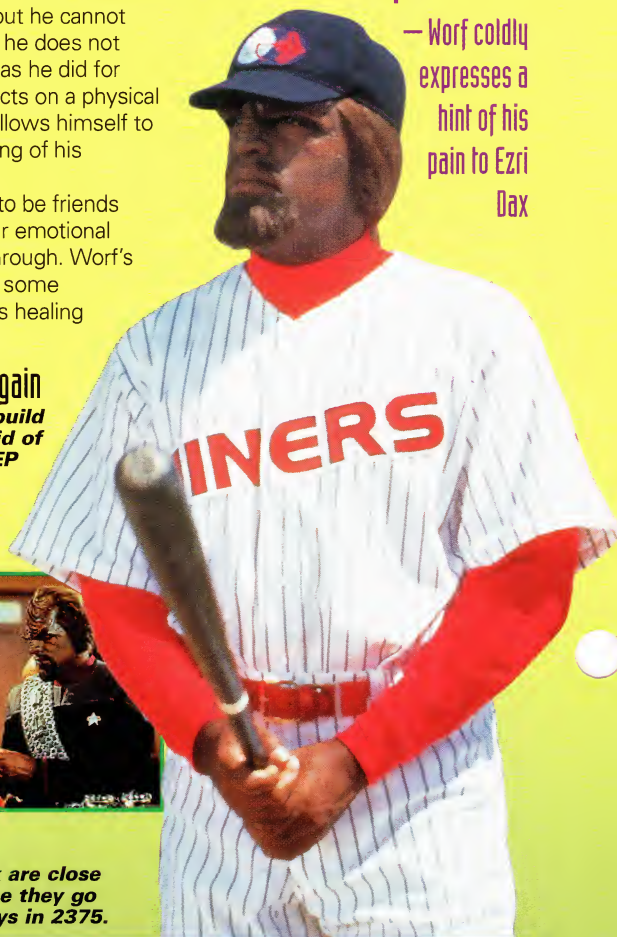
★ Realization

Worf eventually comes to realize that Ezri Dax is more than simply his beloved Jadzia resurrected.



"Jadzia died and went to Sto-Vo-Kor. I do not know you — nor do I wish to know you"

— Worf coldly expresses a hint of his pain to Ezri Dax



TIME WITH VIC

Venting his anger

The change in Worf's behavior following Jadzia's death is very noticeable. He snaps at friends and junior officers alike, and refuses to cut people any slack. He also takes to visiting the Vic Fontaine holosuite program and requesting that the entertainer sing the Frank Sinatra classic 'All The Way.' It is actually less of a request and more of a demand.

This was Jadzia's favorite song, and Worf is able to lose himself in it. It brings his wife back to his mind, and he bursts into a sudden rage at the continuing realization that she is gone. He destroys a table with a single blow, then proceeds to wreck Vic's establishment in a frenzy. This provides one of the Klingon's few releases for the terrible pent-up frustration and anguish brewing inside him.



▲ Calm before the storm

Worf listens to Vic Fontaine's rendition of 'All the Way' before he takes to destroying the furniture in the lounge out of frustration.



★ Uncertain meeting

Worf finds his initial meetings with Ezri difficult, as she carries the memories of his dead wife.



★ New battles ahead

Worf continues to dedicate himself to fighting the Dominion after Jadzia's death.



★ Back on duty

Worf takes little time off after Jadzia's death, and quickly resumes his official duties.



★ Stranded

Worf and Ezri develop feelings for each other, along with a fair amount of lust.

Dr. Dalen Quaice

Dr. Dalen Quaice devotes his career in Starfleet to helping the sick and needy. He becomes the focus, however, of an intriguing mystery aboard the *U.S.S. Enterprise NCC-1701-D* on the eve of his retirement.

There comes a time in every person's life when they feel the need to retire and pass their twilight years peacefully.

This time arrives for Dr. Dalen Quaice in 2367, following the death of his beloved wife.

Quaice grew up on the planet Kenda II. He proposed to a woman named Patricia while still a young man, and they went on to share a supremely happy marriage. They spent a life time together doing, as Quaice describes it, "all the things [they'd] ever dreamed. And more."

Quaice's career as a Starfleet doctor required him to take up postings in various locations throughout the Alpha Quadrant. He spent some time as an intern on Delos IV in 2352, and ended up on Starbase 133 nine years later. This would be his final posting before retirement in 2367. Not much is known of Patricia's career, but

whatever time they may have spent apart during their married life, she was able to join him on the starbase.

Bereaved

They spent the next few years blissfully happy, but Patricia's death following a long illness, robbed Quaice of his lifetime partner and much of his enthusiasm for life. His cherished wife's passing is not a surprise, however, and he comes to be very philosophical when the period of terrible grief comes to an end. He prefers to concentrate on the myriad joyful memories he has left, and he is able to talk easily of Patricia's illness.

Nevertheless, Quaice feels that he cannot continue to work in the office that he has used for six years, and sleep in the same bed that he shared with his wife until the end. He finds the absence of his soul mate in such a familiar

situation too distracting, and so he decides to give up his post and return home to Kenda II.

PROFILE OF A MENTOR

NAME: Dalen Quaice

POSITION: Doctor

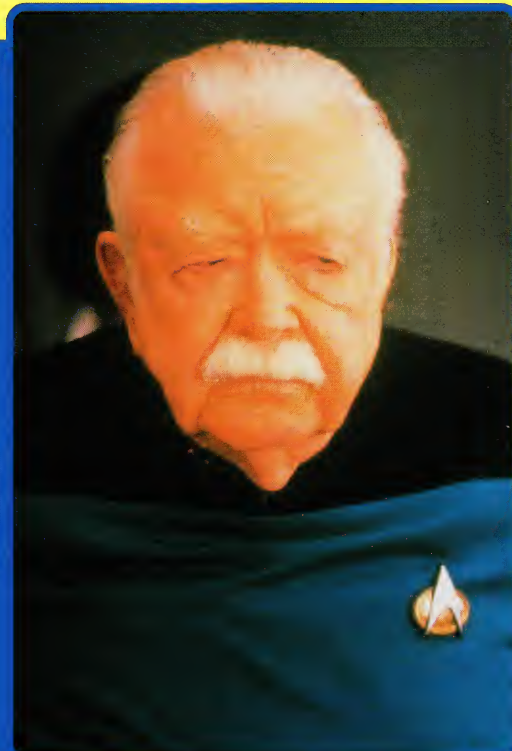
LIFE FORM: Human male

STATUS: Retired from active duty.

REMARKS: Friend and mentor to Dr. Beverly Crusher. Dr. Dalen Quaice resigns his commission from Starbase 133 and returns home to Kenda II following the death of his beloved wife, Patricia.

FIRST SEEN: 'Remember Me' [TNG]

Dr. Dalen Quaice first met Beverly Crusher when she enrolled for an internship on Delos IV as part of her medical studies. They soon came to view each other as close friends.



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OLD FRIENDS REUNITED

★ Mutual loss

Dr. Beverly Crusher finds it easy to empathize with Dr. Dalen Quaice's recent bereavement, having lost her husband Jack, who was killed during an away mission in 2354.



★ Greetings

Dr. Beverly Crusher meets with her old friend and mentor when the *U.S.S. ENTERPRISE NCC-1701-D* docks at Starbase 133 for a crew rotation.



Dr. Beverly Crusher, now the chief medical officer aboard the *U.S.S. Enterprise NCC-1701-D*, interned with Quaice on Delos IV, and she describes her fellow doctor as a mentor and dear friend. She happily arranges

passage for him to Kenda II when the Federation flagship docks at Starbase 133 for scheduled crew rotation. Dr. Quaice feels it is very kind of Captain Jean-Luc Picard to allow him to "hitch a ride."

More than a teacher

Crusher greets her old friend warmly at the transporter pad, hugging him and leading him gently through the ship's corridors with a supportive arm, while Quaice returns her affection with a hug and a gentle pat on the back. Their relationship smacks of a father-daughter bond.

Quaice travels very lightly. He brings only one small hand case with him when he beams aboard at 1600 hours, indicating that



★ Student and Friend

Beverly is clearly more than just a student of Quaice, and he more than a teacher. They are as close to one another as father and daughter.

Dr. Dalen Quaice

"I'm sorry. There's no need to load all this emotional baggage on you. I usually travel light"

— Dr. Dalen Quaice makes light of his reflections on life

his belongings are traveling separately or may already have been transported aboard. He is assigned the visitors' quarters usually reserved for dignitaries on Deck 8.

He is a very elderly man by this time. The years have rounded his figure and turned his hair a snowy white. He sports a tidy moustache to complement his bushy eyebrows. He is quite frail and walks a little unsteadily, but he still looks dignified in his blue Starfleet uniform. He modestly replies, when told he looks wonderful, that he can live with that particular lie.

Quaice naturally has cause to reflect a great deal on his life and the truths of existence as he



★ Solitary officer

Gradually the crew complement of the ENTERPRISE is seemingly wittled down to just one member — Dr. Beverly Crusher.

embarks on his journey home. He describes one of the worst things about growing old as being the loss of so many long-standing friends and loved ones, and the realization that one does not take the time to appreciate them while they are alive.

Missing doctors

The old man professes at one point that he is not sure he is making any sense, but his contemplation resonates strongly with those closest to him. Crusher is one of those people. The loss of her own husband, **Jack**, gives her an empathy with her old friend's frame of mind. His musings lead her to go and watch her son, **Wesley**, at work — but they also have a far greater effect than the elderly doctor could have imagined.

Dr. Quaice triggers something of a mystery aboard the *Enterprise*. He plans a breakfast date with Crusher the morning after they depart from *Starbase 133*, when he has had a chance to sleep and settle in. His quarters are vacant when Crusher calls, however, and the main computer confirms that he is not aboard the starship.

The possibility exists that he may have returned to the starbase for

some reason without letting anyone know, but Crusher is frantic for her old friend. She believes that he may have fallen and damaged his combadge, preventing the computer from pinpointing his location. The worst-case scenario, which she fears the most, is that he may actually have passed away.

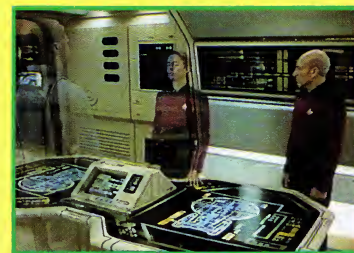
Shrinking universe

The *Enterprise* crew mount a full search. **Lt. Worf**, the chief of security, puts teams to work manually scouring each deck, while **Lt. Commander Data** conducts a sensor sweep of the entire ship. Neither effort turns up any sign of the venerable doctor.

The answer to the mystery appears to lie in one of Wesley Crusher's experiments with Starfleet specialist **Kosinski's** warp field equations. The ensign creates a static warp field inside the warp drive that cannot be sustained and 'flares' mysteriously. It is feared that Quaice has been caught in the bubble, which accounts for his mysterious disappearance.

The truth is that Beverly Crusher is the one caught in the bubble. Quaice's ruminations on the loss of loved ones occupy her thoughts at the precise moment the warp field flares, placing her in a mini-universe of her own making in which her friends and loved ones seem to disappear one by one. Quaice is the first 'casualty.'

Crusher is eventually rescued



★ Beyond equations

Wesley and the mysterious Traveler attempt to create a stable gateway by channeling transcendental thought energies.



★ Dramatic escape

Beverly manages to leave the static warp bubble by jumping through the threshold situated in Main Engineering.

from the collapsing warp bubble. She is delighted to discover that Dalen Quaice is alive and well in the real world, and on the way to beginning his well-earned retirement. The elderly doctor is doubtless bemused by the situation that he inadvertently inspired, but one cherished friend has at least been returned to him.



★ Picard's persistence

Captain Picard is willing to explore every possibility in order to discover the whereabouts of Beverly Crusher's missing friend.

★ Disappearing crew

Beverly learns from Data that the full crew complement has been diminished by over 900 personnel.



A QUESTION OF SANITY

Beverly's predicament challenges reason

Beverly Crusher's feelings of loss inspired by her meeting with Dr. Quaice have an unexpected side effect when she is trapped inside a warp bubble, which personifies her fears of losing friends into a living reality. Her suspicions are first aroused when crew members, starting with her friend Dr. Quaice, begin to disappear on board, and any records of them seem to have vanished from the *Enterprise's* database and the crew's

memories. Beverly petitions the captain and an investigation is launched. The Chief Medical Officer attempts to find physiological aberrations with the crew, but when this is frustrated she is left to question her own sanity.

⬅ Medical exam

Transporter Chief O'Brien receives a full medical when he fails to recall transporting Dr. Quaice from Starbase 133, but he proves to be perfectly healthy.




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OTHER GROUPS
AND RACES.....File 18
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Teero Anaydis

The renegade group known as the **Maquis** operate outside the bounds of the **United Federation of Planets**, and their most potent weapon is their dedicated personnel. One such member is **Teero Anaydis**, who is intent on continuing their terrorist activities.

Teero Anaydis is a **Bajoran** terrorist, who acts under the aegis of the rebel faction known as the **Maquis**. By the year 2373, the **Maquis** has apparently been subsumed by the **Dominion**, and differences between ex-**Maquis** members and their **Starfleet** counterparts have ostensibly been forgotten. Teero resurrects the old conflict in 2377, however, with a series of assaults on the crew of the **U.S.S. Voyager NCC-74656** that reopen the possibilities of a **Starfleet/Maquis** division in the process.

In appearance, Teero does not differ markedly from the majority of **Bajorans**. As the only organized group to which he professes any affiliation, the **Maquis** makes a point of disregarding formal uniform regulations and he does not have any distinctive mode of dress, but appears in common **Bajoran** civilian wear, mainly

brown and gray in color. Physically, he is similarly undistinguished, being a male of around 40 years of age, stocky, with the slicked-back hairstyle common to **Bajoran** males, and sporting the traditional, large earring.

Power of the mind

Teero conducts his assault on *Voyager's* crew by means of a carefully engineered mind-control process, which he exacts upon **Lt. Commander Tuvok**. Tuvok encountered the **Bajoran** while he was on a reconnaissance trip near the area known as the **Badlands**, where Teero was practising as a **vedek**. The **Bajoran** was interested in **Vulcan** culture, but, although this is all that Tuvok recalls for many years, he later reveals to **Captain Kathryn Janeway** that Teero conducted some mind-control experiments on him.

Teero then sends Tuvok a subliminal message hidden in a letter from Tuvok's son,

PROFILE ON TEERO ANAYDIS

NAME: Teero Anaydis

LIFE FORM: Bajoran male

OCCUPATION: Teero was once part of **Maquis** intelligence, and, in 2370, he was working as a **vedek** on a **Bajoran** colony near the **Badlands**.

REMARKS: Teero developed a mind-control technique that he applied to Tuvok in 2370. He uses this to gain control of the **Vulcan** in 2377, even when they are separated by a distance of 35000 light years.

FIRST SEEN: 'Repression' [VOY]



▲ Teero Anaydis is a fairly non-descript individual. Nevertheless, his devotion to the **Maquis** cause must still be viewed as a considerable threat.

which is modulated to stimulate only **Vulcan** synaptic frequencies. Having implanted this information in Tuvok's brain, Teero is then able to instigate a number of attacks on ex-**Maquis** officers aboard the ship.

As chief of security, Tuvok heads the investigation, but naturally his initial suspects do not include himself, and it is some time before he thinks to turn the finger of doubt on himself.

Chakotay, as an ex-**Maquis** himself, is familiar

with Teero, and identifies him as a fanatic who is willing to go to any lengths to further the **Maquis** cause. Teero sees **Chakotay** and the others who defected to **Starfleet** as traitors, and vows to fight on his own if necessary. His use of Tuvok proves his highly untrustworthy nature, as does his

THE REBIRTH OF THE MAQUIS



★ **Plotting an uprising**
Teero surrounds himself with as much information about the **U.S.S. VOYAGER NCC-74656** as possible, as he engineers a revolt aboard the distant vessel.

★ **Hidden attacker**
The **Maquis** crew members aboard the **U.S.S. VOYAGER** are subjected to attacks by an unseen assailant.



★ **First victim**
Ensign Tabor is discovered unconscious by **Tom Paris** and **B'Elanna Torres** in their movie theater holoprogram.

★ **Haunting past**
The sight of Teero's face on a **PADD** allows Tuvok to recall his first meeting with the **Bajoran** in 2370. His memories are still somewhat hazy, however.



Teero Anaydis



★ Recollection

The recollection of Tuvok's encounter with Teero makes the Vulcan see the Bajoran aboard VOYAGER.

"... This is a holy time
... The time of
awakening." — Teero Anaydis

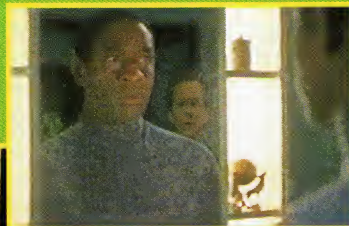
willingness to manipulate friendships to his own ends. The manner in which he exhorts Tuvok to continue with his mission shows a deep intensity to his mindset, one that takes him over the line into psychopathy. Nevertheless, he has a keen intelligence, and his analysis of Tuvok as "two different men," one controlled and logical, the other repressed and filled with tumultuous emotion, is precise. As he says himself, Teero is a "student of the mind."

Remarkable outcome

All the ex-Maquis members of *Voyager's* crew recover from the comatose state that Tuvok's attacks induce, and seem to suffer no effects other than those that might be produced by a prolonged period of deep sleep. Nevertheless,

★ Maquis mutiny

Teero is able to initiate a rebellion aboard the U.S.S. VOYAGER after Tuvok becomes a pawn in Teero's nefarious plan.



★ Voices

Tuvok is disturbed to find that Teero's image becomes prominent in his mind.

Tuvok confines himself to the brig, and continues to wrestle with the entity that is attempting to claim control of his mental faculties.

Tuvok sees the figure of Teero, whom Chakotay has also revealed to be a Bajoran vedek who worked in the Maquis' Intelligence unit, but who was thrown out as a result of his experimentation with mind control as a means of recruiting agents for the illicit organization. Tuvok continually repeats a Bajoran incantation concerning devotion to instinctive justice and natural lore, and finds that Teero's voice competes with that of Janeway for control of the Vulcan's loyalty and obedience. Teero urges Tuvok to "resist his doubts" and to "continue with his mission," but the Vulcan brings forth all his training and experience to fight the Bajoran's attempts to harness the violent side of his psyche.

The other Starfleet officers watch as Tuvok struggles with the

adversary in his mind, and Tuvok himself experiences flashbacks of the assaults which he committed on the other members of the crew while under Teero's influence. Unfortunately, although Tuvok is under armed guard, the attacks themselves actually took the form of a series of **mind-melds**, which cause the Maquis crew members to rebel on Teero's telepathic command. Tuvok is freed from the brig and takes his station under the command of the new, self-appointed captain, Chakotay.

Captain's execution

Chakotay chooses to test Tuvok's loyalty to the Maquis by handing him a phaser and inviting him to execute Captain Kathryn Janeway. Tuvok appears to comply, but the phaser is defective; this is obviously a part of the plan, as Chakotay informs Tuvok that he has passed the test. However, once the other officers have left the pair alone, Tuvok initiates a mind-meld with Chakotay, breaking Teero's control. Chakotay is then able to help him restore the proper chain of command to the vessel.

The Bajoran is obviously deeply disturbed, but the force of his personality and the deep conviction of his beliefs also serve as a reminder to the Starfleet crew of the passion that fueled the Maquis movement. What had driven those rebels in the past was a desire for change in Starfleet policy, and although the Maquis may be finished as a movement, Teero Anaydis represents the power of ideological opposition that may well up and overflow at any time. It is only to be hoped that these attacks are met with resistance as resolute as that put up by Tuvok, and that Starfleet weaknesses are less easily exploited in the future.



★ Experimentation

Tuvok can recall Teero strapping him to a surgical chair and subjecting him to his mind-control procedure.



★ Unwilling participant

Teero keeps Tuvok conscious during the surgery, and subjects the Vulcan to intense emotions.



★ Innocent letter

Seven of Nine reviews a letter from Tuvok's son, Sek, aware that it may expose Teero.



★ Embedded transmission

Seven discovers a subliminal message from Teero contained within Sek's letter to his father.

FOSTERING DISTRUST

Schism in the crew

The incident with the Bajoran terrorist Teero Anaydis brings to light the fact that there are still strong tensions underlying the alliance between the Maquis and the Starfleet crew aboard the U.S.S. *Voyager* NCC-74656. Tuvok's reluctance to abandon suspicion (the Vulcan has in the past been known to engineer holodeck programs in order to provide training for the eventuality of a Maquis revolt) has led to him becoming a figure of distrust among the ex-Maquis members.

Some of the Maquis' members even suggest that Starfleet has, on learning that one quarter of the ship's crew is now Maquis following the re-establishment of datastream contact, instructed Captain Janeway to neutralize the Maquis before returning. It does not take a great deal of disturbance to cause the former members of the rebel organization to band together, and for the crew to become divided into two factions once more, each suspecting the other of persecution.

▶ The Maquis crew members aboard the U.S.S. VOYAGER NCC-74656 begin to suspect that they may be the subject of a secret Starfleet plot to subdue them.



Holographic Communications Systems

The development of sophisticated holographic technologies herald the use of three-dimensional communications systems — although these are yet to enter full service in **Starfleet**.

One of the most important areas of technological development vital to space traveling races is that of communication, either audio, visual, or a mixture of both.

The **United Federation of Planets** would not be able to function without its extensive **subspace communications network** that allows member races, **Starfleet**, and civilian vessels to keep in constant touch with each other, and exchange data and information for use by the rest of the network. The majority of

species throughout the Galaxy utilize some variation on this system, and tend to employ two dimensional viewing screens with a broadcast and reception ability for both sound and vision, but despite the significant advances in **holotechnology** since the mid 2360's, the use of holographic three dimensional communications by **Starfleet** and other races remains somewhat limited.

Fledgling technology

The reason for the lack of development in three dimensional communication systems that project the real time image of an individual is not clear, although they may share, and be more prone to manipulation through **holofilters**, having the ability to completely alter the appearance, and even broadcast the location of an individual. Employed by a number of **Alpha Quadrant** races from 2371 onward, holofilters are used extremely effectively on normal two-dimensional screens, so their adaptation for holographic communications could also leave them open to abuse. Recordable forms of holographic images are one of the most widely used technologies within the United Federation of Planets for commercial, scientific, and personal use, and date back to the early work of **Dr. Noonien Soong** who records a message on a tiny **holographic information module** regarding the android replacement for his partner **Dr. Juliana Tainer**. Implanting the device in her cranial cavity, the message implores anyone finding it not to disclose the fact that **Dr. Tainer** is an android replica of the original as she believes herself to be human, and has no recollection of Soong's transplantation of her memories and personality.

Recordable three-dimensional technologies are widespread within

Dr. Noonien Soong places an incredibly detailed holographic message of himself within the android body of Dr. Juliana Tainer.



Dr. Juliana Tainer is unaware that a tiny holographic information module is contained within her android body.



The holographic communications unit used aboard the U.S.S. DEFIANT NX-74205 in 2373 takes the form of an octagonal device on the floor.

When activated, the device glows blue, and can accurately render an individual, even down to the smallest detail.

holosuites and **holodecks**, and are an accepted and vital part of the 24th-century leisure market. **Starfleet's** first implementation of real time holocommunication is featured in the additional development carried out by **Chief Miles O'Brien** on the prototype **Defiant**-class warship, the **U.S.S. Defiant NX-74205** in 2373, during its assignment to **Deep Space Nine**. This experimental system is installed for intership communication between **Starfleet** vessels, and is



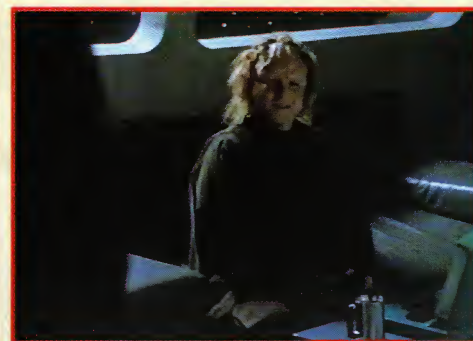
first tested by **Captain Benjamin Sisko** in a communication to **Captain Sanders** of the **Excelsior**-class **U.S.S. Malinche NCC-38997** on **Stardate 50485.2**, during the pursuit of the former **Starfleet** officer, **Michael Eddington**. The holographic projection system is mounted on the floor directly behind the captain's chair at the rear of the **Defiant's** bridge, replacing the narrow workbench that is previously

Holographic Communications Systems



◀ **Rear Admiral Bennett uses a holographic communicator to preside over a case involving Dr. Bashir's genetic enhancements.**

▶ **Michael Eddington appears on the bridge of the *DEFIANT* after the Maquis acquire the necessary technology.**



▶ **Kurros, the spokesman for the 'think tank' utilizes isomorphic projection technology to allow him to appear aboard the U.S.S. *VOYAGER* NCC-74656 in 2375.**

located in this area, directly below the small master control display. Communication is started by a verbal command from the captain, requesting a channel to be opened in exactly the same way as normal two-dimensional subspace communication would be initiated. Swiveling his chair to face the projection system, Sisko is then able to engage in audio communication with a life-sized representation of Captain Sanders whose position is relative to the broadcast unit based aboard the *Malinche*.

Non-descript appearance

The system is relatively simple, comprising a projection area defined by a series of light gray connected angled strips forming an area around one and a half meters at its widest point. The rear of the unit has an integrated dark gray plate connected to the framework that glows blue when communication commences, and is accompanied by an electronic sound. Captain Sanders' controls would appear to be wall-mounted, as he is manipulating an unseen system while standing and talking to Captain Sisko, whose projected image appears to be sitting when viewed from the *Malinche*'s bridge. The projected image appears as solid as any holographic character. When the communication is broken, the image quickly disappears and the electronic sound winds down as the projector unit on the floor deactivates. The two parties have little room for movement during their communication, but the disconcertingly real image is highly effective and the system appears to work well – although the security of the system is questionable as Michael Eddington is not only able to procure a **holocommunicator**, but can also initiate a communication with Captain Sisko without any permission. The holotransmission appears to be

very resilient, and is impervious to exterior interference such as weapons fire. It also has the ability to simultaneously transfer files to another vessel's computer while transmitting its image.

A far more sophisticated variation of holotransmission technology is regularly used by **Kurros** on behalf of his alien 'think tank' cooperative as they move around the **Delta Quadrant** in search of new challenges and rewards in 2375. Their highly advanced **isomorphic projection technology** is first encountered by **Captain Kathryn Janeway** when Kurros offers his help with the threat posed by the **Hasari**, illustrating the potential of holocommunication by his projected presence aboard the **U.S.S. Voyager NCC-74656**. The isomorphic projection system allows Kurros to experience an environment as if he is actually there, allowing him to sit on furniture, and even manipulate objects from his transmission location within the 'think tank' Vessel, such as sampling the taste of liquids. The projection system also allows Kurros to disable intraship communications systems aboard the **Intrepid**-class vessel, and neither the transmission nor the isomorphic image is detectable by either Starfleet or Hasari sensors.

Altered look

The isomorphic technology also allows Kurros to alter his appearance into any form, such as a **Malon**, during his visits to the Hasari. This system appears to place no limitation on the movements of Kurros within *Voyager* – unlike the Starfleet holocommunicators – and allows him to engage in close interpersonal communication with potential clients. Once



▶ **The vast network of HIROGEN RELAY STATIONS allows the Doctor's holographic program to be returned to the Alpha Quadrant in 2374.**



▶ **The Doctor is returned to the Alpha Quadrant again in 2376 in order to help his ailing creator. The process involves compressing his complex datastream.**

the purpose of the communication has been completed, the projection is quickly terminated and the figure of Kurros disappears, although the isomorphic projection can be blocked and cut off by remodulating the shields of *Voyager* to a phase variant frequency.

INTERCEPTED CALL

Trouble with communications

The development of holographic communications systems reaches a new pinnacle in 2377 with Lt. **Reginald Barclay**'s creation of a holographic replica of himself. Barclay intends to forward this hologram to the **U.S.S. Voyager NCC-74656**, instead of the regular monthly communications, in an effort to ease the vessel's long journey home. Nevertheless, Barclay's good intentions almost prove to be the undoing of *Voyager*'s crew; the holographic datastream is intercepted by the crew of a Ferengi vessel, who reprogram the hologram, giving it new mission parameters that involve returning the Federation starship to the Alpha Quadrant at the expense of the crew's life, in an attempt to harvest the Borg nanoprobes from Seven of Nine's body.



▶ **The holographic Barclay maintains contact with the Ferengi who manipulate his actions, in order to alert them of his progress.**

▶ **The holographic replica of Reginald Barclay quickly ingratiates himself with the crew of the starship *VOYAGER*.**

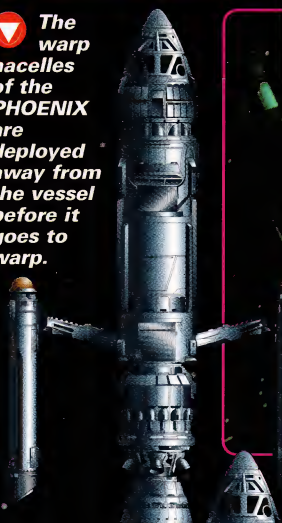


STAR TREK: FIRST CONTACT Index

Part 2 The legendary Zefram Cochrane finds that his efforts to launch Earth's first warp ship, the *Phoenix*, bring him to the attentions of the 24th-century Borg, who will stop at nothing to prevent the historic First Contact between humanity and the crew of a passing Vulcan survey vessel.

THE PHOENIX

▼ The warp nacelles of the *PHOENIX* are deployed away from the vessel before it goes to warp.



▲ Once in space, the *PHOENIX* sheds its titanium outer casing to reveal its warp nacelles.

▼ The *PHOENIX* is constructed using an old Titan nuclear missile left over from the Third World War.



Lily Sloane
File 44 Card 12A



Zefram Cochrane
File 44 Card 12



The *PHOENIX*
File 33 Card 3

The *PHOENIX*: Cockpit
File 33 Card 3A



▲ Zefram Cochrane's first sight of the planet Earth from orbit leaves the inventor momentarily speechless.



▲ Cochrane is joined on his historic warp flight by Commander William Riker and Lt. Commander Geordi La Forge from the U.S.S. ENTERPRISE NCC-1701-E

21ST CENTURY EARTH



▶ Earth is slowly beginning to recover from the devastation of the Third World War by 2063.

▶ Small settlements are found throughout the United States as civilization begins anew.

21st Century Earth: Post WWII
File 7 Card 3C





STAR TREK: FIRST CONTACT Index Part 2

THE BORG QUEEN



The Borg Queen
File 52 Card 3

THE BORG CUBE AND BORG SPHERE



BORG SPHERE
File 38 Card 2

BORG SPHERE:
Launch Sequence
File 38 Card 2

▶ The **BORG SPHERE** departs the **BORG CUBE** just moments before it explodes.

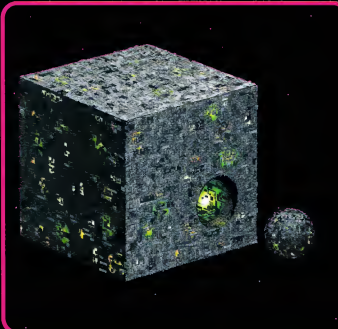
▶ The **BORG SPHERE** is launched from the **BORG CUBE** as the larger ship is destroyed by a Federation task force.

▶ The **BORG SPHERE** is launched from a small portal on the side of the **BORG CUBE**. It hurtles toward Earth's atmosphere at great speed, where it opens a temporal rift to the past.

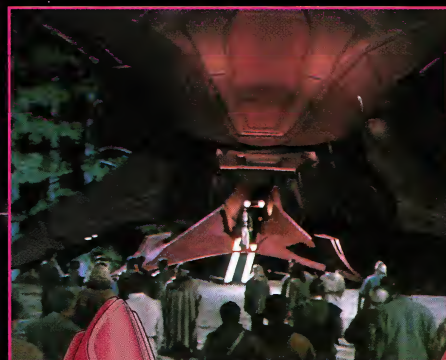
▶ The **BORG CUBE** involved in the invasion of 2373 successfully infiltrates Sector 001 before it is destroyed.

BORG CUBE
File 38 Card 1

LAUNCH SEQUENCE



THE T'PLANA HATH



▶ Crowds of fascinated humans gather around the **T'PLANA HATH** when it lands in Montana on April 5th, 2063.

▶ The Vulcan crew of the **T'PLANA HATH** elect to initiate First Contact with humanity after they detect the warp signature of the **PHOENIX**.

▶ The Vulcan survey ship, the **T'PLANA HATH**, is a graceful, warp-capable vessel.



▶ First Contact between humans and Vulcans is sealed with a handshake, and the promise of a new future.



The **T'PLANA HATH**
File 33 Card 4

STAR TREK: FIRST CONTACT FILES

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P update

P'Chan Humanoid male who was born of **Dornar** and **Ansha**. P'Chan was assimilated by the **Borg** and served in **Seven of Nine's** **unimatrix**. After leaving the **Borg** collective, P'Chan reclaimed his birth name. (*Starship Log: 'Survival Instinct' [VOY]*) **SEE FILES 15, 52, 71**

pala **Brunali** outdoor team sport. **Icheb** was on a team that won three games in a row during his brief family reunion in 2376. (*Starship Log: 'Child's Play' [VOY]*) **SEE FILES 18, 71**

Palace Theater **Holodeck** simulation programmed by **Tom Paris** on the **U.S.S. Voyager NCC-74656**, based on a bricks and mortar theater erected in Chicago in 1932. The holodeck theater was equipped with 3-D projectors. (*Starship Log: 'Repression' [VOY]*) **SEE FILE 71**



▲ **Tom Paris's holodeck recreation of the Palace Theater** was enjoyed by the crew of the **U.S.S. VOYAGER NCC-74656** in 2377.

Palmers, Ensign Member of **Odo's** night watch security force on **Deep Space Nine** in 2371. **Palmers's** transfer to the night watch was a matter worthy of report to **Kira Nerys**. (*Starship Log: 'Shakaar' [DS9]*) **SEE FILES 70**

paq'batlh **Klingon** holy document containing the **Eleventh Tome of Klavek**. The digitized version of the **paq'batlh** gave **B'Elanna Torres** the information needed to understand her experiences aboard the mythical **Barge of the Dead** in 2376. (*Starship Log: 'Barge of the Dead' [VOY]*) **SEE FILES 11, 43, 71**

parra-crème sauce Sweet dessert topping, noted as one of **Captain Kathryn Janeway's** favorites. During **Tuvok's** brief career as a pastry chef, he decorated a pistachio cake with **parra-crème sauce** using a **Ba'Neth** cloaking frequency motif. (*Starship Log: 'Riddles' [VOY]*) **SEE FILE 71**



▲ **Captain Ransom** concealed the **U.S.S. EQUINOX NCC-72381** in the upper atmosphere of a **Delta Quadrant** world in early 2375.

parthogenic atmosphere Type of gas enveloping a planet that effectively blocks detailed sensor readings by **Federation** starships. **Captain Ransom** temporarily hid from the **U.S.S. Voyager NCC-74656** within the **parthogenic** atmosphere of a **Class-M** planet. (*Starship Log: 'Equinox', Part II [VOY]*) **SEE FILES 31, 43, 71**

Pat, Aunt Female resident of **Portage Creek**, Indiana, in the year 2000. Pat invited her nephew, **Jason Janeway**, to spend New Year's eve with her. (*Starship Log: '11:59' [VOY]*) **SEE FILE 71**

Pathfinder Project Umbrella name for **Commander Peter Harkins's** **MIDAS Array** efforts. **Reginald Barclay**, a key engineer at the **Pathfinder Project Research Lab** in 2376, used the lab's assets to communicate with the **U.S.S. Voyager NCC-74656**. (*Starship Log: 'Pathfinder' [VOY]*) **SEE FILES 19, 71**

penal box A 1.5 meter square metal box used as a temporary prison cell. **Alixus** used this type of box, out in the sun, to punish those in her colony who broke the rules. (*Starship Log: 'Paradise' [DS9]*) **SEE FILES 18, 70**



▲ **Commander Benjamin Sisko** was held in the **penal box** when he visited **Alixus's** colony in 2370.

Pendari **Delta Quadrant** nationality that relies on **Tsunkatse** revenues to fill the planetary treasury. **Pendari** fighters are notorious for their disposition, might, and dislike for the **Borg**. (*Starship Log: 'Tsunkatse' [VOY]*) **SEE FILE 71**

Penk **Tsunkatse** organizer, manager, and broadcaster who uses his powerful ship to kidnap unwilling fighters and produce death matches for the entertainment of others. (*Starship Log: 'Tsunkatse' [VOY]*) **SEE FILES 40, 58, 71**

Penno Photometric character in the **Vori Larhana Settlement** simulation. **Penno** was **Karya's** kindly grandfather. In 2374, **Commander Chakotay**, who was unaware that **Penno** was not flesh and blood, was outraged by his mistreatment. (*Starship Log: 'Nemesis' [VOY]*) **SEE FILES 18, 71**

P'Chan
pala
Palace Theater
Palmers, Ensign
paq'batlh
parra-crème sauce
parthogenic atmosphere
Pat, Aunt
Pathfinder Project
penal box
Pendari
Penk
Penno
Pensarkan
phase inverter
Phlox
photolithic converter
photonic field generator
photonic fleas
photonic insurgent
Pinochle, Cardassian
Planet 1865A
Polonians
poma
Ponea
Portage Creek
pot roast
probe, class-five
Project Voyager
Protector
pulse emitters
Pyong Ko



▲ **The Pathfinder project** was successful in initiating contact with the **U.S.S. VOYAGER NCC-74656** in the distant **Delta Quadrant**.



▲ **Penk** was responsible for arranging the violent **Tsunkatse** bouts in which **Seven of Nine** became a forced combatant in 2376.



SHIP:

U.S.S. ENTERPRISE NCC-1701-D

BRIEFING:

INCIDENTS OF MAJOR DAMAGE

The flagship status of the *U.S.S. Enterprise NCC-1701-D* means that it is placed in the thick of many dangerous battles and encounters, during which time it has sustained heavy, and even critical damage.

The *Galaxy-class U.S.S. Enterprise NCC-1701-D* is the pride of *Starfleet* when it is launched in 2363. It is a powerful vessel, well-equipped to tackle the myriad dangers inherent in Galactic exploration. It nevertheless has to undergo several major repairs during its eight years spent traversing space.

The *Enterprise* sustains its greatest damage during confrontations with the *Federation's* most powerful nemesis, the *Borg*. The first is in 2365, when the superbeing *Q* plunges the starship into a lethal **First Contact** with the *Borg* at **System J25**; the second takes place 18 months later, when a *Borg cube* invades *Federation* space intent on assimilating humanity. The *Enterprise* is hopelessly outgunned in both cases.

Battling the Borg

The *Borg* follow a pattern in each confrontation that involves locking a **tractor beam** onto the *Enterprise* and draining the shields. They then use a precision cutting beam to slice cleanly into the hull.

In 2365, they extract a circular 'plug' from the

saucer section, comprising Sections 27, 28, and 29 on Decks 4, 5, and 6, killing 18 crew members in the process. The hull's integrity is only maintained by emergency forcefields. This serious damage is only able to be repaired at **Starbase 83** when *Q* returns the *Enterprise* to the **Alpha Quadrant** in the nick of time.

Similar catastrophic destruction takes place during the 2366 incursion. The *Borg* cutting beam drills a hole in the **stardrive section**, forcing the evacuation of Main Engineering, and causing the deaths of 11 crew members; another 18 remain unaccounted for.

This time the damage must be contained and repaired on the run, however, as the *Enterprise* remains in the front line. Teams are put to work sealing the breach, and major repair efforts continue through the night while the starship hides in the **Paulson Nebula**.

A later, unsuccessful attempt to fire a targeted energy beam through the *Enterprise's* deflector dish knocks out the entire deflector array. This has to be repaired swiftly to allow even basic flight. Further makeshift work is done on the warp reactor core, and the rear shield generators. The litany of repairs are completed in an amazing effort, and the *Enterprise* is able to pursue the *Borg cube*.

Last stand at Sector 001

The saucer section sustains yet more damage when it is separated from the stardrive as part of a diversionary attack, and the reintegrated ship faces the *cube* one final time at **Sector 001**. The *Borg* deploy their cutting beam once again, slicing into Decks 23, 24, and 25 of the secondary hull, before they are finally destroyed.

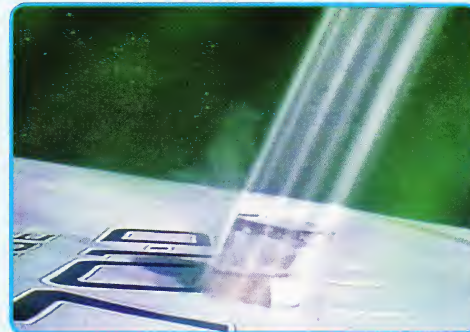
The toll on the *Enterprise* from these life-or-death battles is so great that the ship must spend six weeks being overhauled and refitted at **Earth Station McKinley**. A faulty articulation frame installed on the warp core during this time leads to an explosion some nine months later that leaves Main Engineering inaccessible for three days.

Battle is not always the cause of major damage to the *Enterprise*. In 2368, the ship strikes two **quantum filaments** in quick succession, and the hull is momentarily charged, as if in contact with a live current. This causes a hull breach that leads the main computer to automatically instigate isolation protocol, and seal the emergency bulkheads.

The havoc caused by the filaments is severe. Primary life support is lost, and warp and impulse engines go offline. The main computer goes down, along with outside and intraship communications. The **turbolift** system is



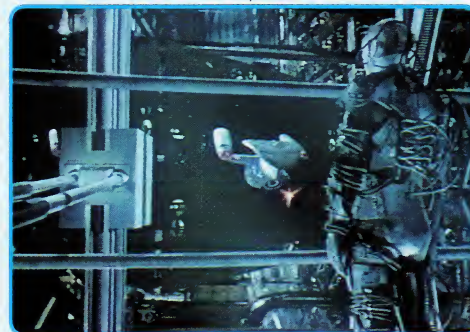
▲ The *U.S.S. ENTERPRISE NCC-1701-D* is hopelessly outclassed during its initial encounter with a *BORG CUBE* in **System J-25** in the **Delta Quadrant**.



▲ The *Borg* use a precise cutting beam to extract a sample of the *ENTERPRISE's* hull for analysis in order to determine whether it is worthy of assimilation.



▲ The *ENTERPRISE* suffers considerable damage during the *Borg* invasion of 2366. The vessel retreats into the **Paulson Nebula** in an effort to effect repairs.



▲ The strategic skills of the assimilated **Captain Jean-Luc Picard** allow the *Borg* to use considerable force against the already heavily damaged *ENTERPRISE*.



▲ The impact of two quantum filaments leaves even the most essential systems aboard the *ENTERPRISE* inoperable, stranding the crew throughout the vessel.



▲ **Counselor Deanna Troi** finds herself in command of the *ENTERPRISE* after it is struck by two quantum filaments, and is left adrift in space.

FILE 25 U.S.S. ENTERPRISE NCC-1701-D

disrupted, and a plasma fire rages in one of the cargo bays. Casualties in the accident are high, with a large number of crew members injured.

The quantum resonance of the filaments also causes a polarity shift in the antimatter containment field, which threatened to unleash a warp core breach. Fortunately the senior officers, working from different locations throughout the vessel, manage to restore the systems, and the *Enterprise* later travels to **Starbase 67** to undergo major repairs.

Final mission

The great ship and its crew make their last stand at **Veridian III** in 2371, where the **El-Aurian** scientist **Dr. Tolian Soran** takes time out from his insane scheme to modify **Lt. Commander Geordi La Forge's VISOR** to act as a transmitter. This gives his **Klingon** cohorts, **Lursa** and **B'Etor**, the means to identify the *Enterprise's* shield modulation. They adapt their torpedo frequency to match, and launch an unprovoked attack on the Starfleet vessel.

The initial barrage causes untold damage. The first torpedo passes through the shields and rips a chunk out of the forward stardrive section, with a second striking just above this. Hull breaches are opened on Decks 31 to 35. The only choice left to **Commander William Riker** is to leave orbit, but the retreating ship's aft presents a clear target to the **Klingon Bird-of-Prey**. The port warp nacelle is struck, and the bridge sustains heavy damage, with a massive explosion ripping through the rear science stations that injures several bridge officers.

Main Engineering is also severely hit. The only option for La Forge is to keep patching major damage as it occurs using stabilizers, and rerouting power through secondary couplings. Unfortunately, the final volley unleashed before the *Enterprise* crew manage to destroy the *Bird-of-Prey* ruptures the warp core magnetic interlocks. A subsequent coolant



▲ The stardrive section of the *ENTERPRISE* is consumed by a warp core breach in 2371; the saucer section narrowly escapes the fierce explosion.

leak effectively precludes any attempts at repair, and the Federation flagship is pronounced five minutes away from a warp core breach.

The crew, civilians, and a multitude of wounded are evacuated to the saucer section – no easy task in under five minutes – which then separates from the secondary hull. The escaping saucer is caught in the blast when the stardrive section explodes, however; primary stabilizers go offline, and the saucer plummets into the atmosphere of Veridian III.



▲ Geordi La Forge is the last crew member to leave Main Engineering aboard the *ENTERPRISE* after the unprovoked attack mounted by the Duras sisters in 2371.



▲ The attack conducted by the Duras sisters causes malfunctions to many of the *ENTERPRISE's* systems. A number of crew members are injured in the devastation.

Auxiliary power is rerouted to the lateral thrusters to level the ship's descent, and the saucer planes along the surface after the initial jarring strike. It cuts a swathe through the Veridian forests, carried along by its momentum, before finally coming to rest with an enormous jolt of inertia.

Amazingly, casualties are light, but the great vessel cannot be salvaged. The sad end of the *U.S.S. Enterprise NCC-1701-D* proves as spectacular as the death of any Titan.



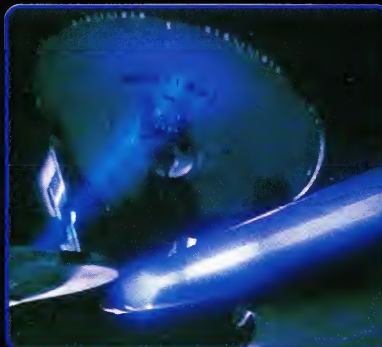
▲ The *ENTERPRISE* saucer section comes to a rest on Veridian III. The vessel has been designed for such an eventuality, but few thought it would ever happen.

MANY DEATHS OF THE ENTERPRISE

Unreal damage

The *Enterprise* is heavily damaged and destroyed in numerous alternate timelines. The starboard warp nacelle sustains a direct impact during a collision with the *U.S.S. Bozeman NCC-1941* in 2368, and the ship begins to vent drive plasma. Inertial dampeners fail and attitude control is lost. The warp core ejection systems go offline, and a core breach destroys the ship. Fortunately, the *Enterprise* is snared in a time loop that returns it to some hours before the impact.

The *Enterprise* is also destroyed in an alternate time line created by the arrival of the *U.S.S. Enterprise NCC-1701-C* through a spatial rift in 2366. The ship takes the brunt of a Klingon attack to allow the correct path of history to be restored. Heavy casualties are taken in the stardrive section; Main Engineering must be abandoned, and the navigational sensor array is rendered inoperative. The bridge catches fire, and the warp core goes critical after containment generator 3 is damaged.



▲ The *U.S.S. BOZEMAN NCC-1941* impacts against the starboard nacelle of the *ENTERPRISE* in 2368.

▲ The contact between the two starships results in a catastrophic systems failure that destroys the *ENTERPRISE*.



▲ An alternate reality sees the *ENTERPRISE* engaged in a no-win situation against a number of Klingon vessels in 2366.

▲ This reality is home to a more militaristic Starfleet; it is not enough to save the *ENTERPRISE*, however.



The Guide to the STAR TREK Galaxy

FILE 1 CARD 89

THE ENTERPRISE INDEX

The name *Enterprise* has a long and illustrious history: from the very first sea-going ships, to the latest *Sovereign*-class *U.S.S. Enterprise NCC-1701-E*, these vessels have become legend throughout the *Federation*.



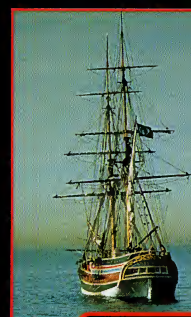
U.S.S. Enterprise CVN-65

Chekov and **Uhura** infiltrate the *U.S.S. Enterprise CVN-65* in 1986 in order to collect high-energy photons from its nuclear reactor.



Space Shuttle Enterprise OV-101

The first of NASA's Space Shuttles is called the *Enterprise OV-101*. It is unveiled in California in 1976.

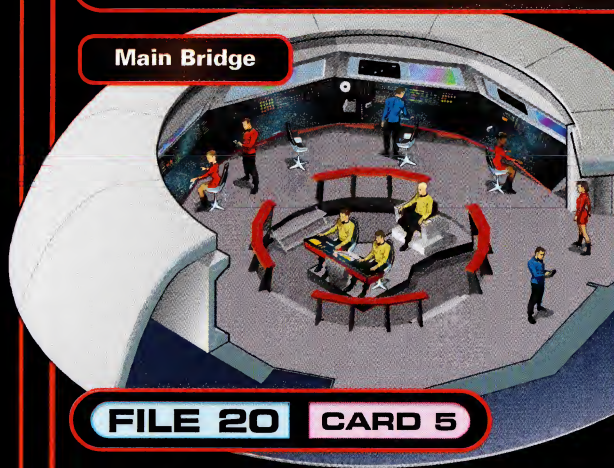


Nautical Frigate Enterprise

The crew of the *U.S.S. Enterprise NCC-1701-D* use a **holodeck**-created sailing ship named *Enterprise* in shipboard promotion ceremonies.

U.S.S. ENTERPRISE NCC-1701

Main Bridge



FILE 20 CARD 5

The bridge of the *U.S.S. Enterprise NCC-1701* features an array of different stations in order to maintain the smooth running of the starship. The captain's chair is located in the center of the bridge, providing him with easy access to the various stations.

Crew



The *Constitution*-class *U.S.S. Enterprise NCC-1701* is commanded first by **Christopher Pike**, then by **James T. Kirk**.

FILE 20 CARD 1D



FORE VIEW



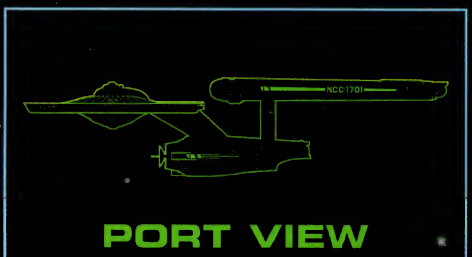
AFT VIEW



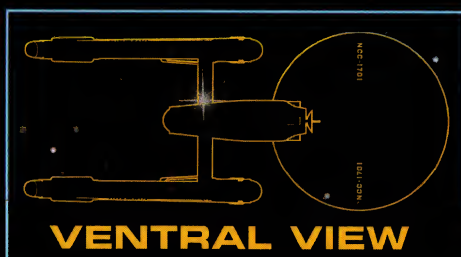
I.S.S. Enterprise NCC-1701

The *I.S.S. Enterprise NCC-1701* is commanded by **Captain James T. Kirk** in the brutal mirror universe.

FILE 41 CARD 1



PORT VIEW



VENTRAL VIEW



DORSAL VIEW

THE ENTERPRISE INDEX

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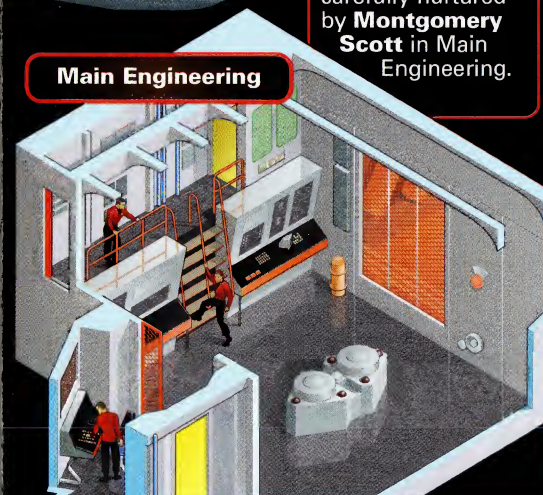
U.S.S. Enterprise NCC-1701: Refit



FILE 21 CARD 1

In 2270, following the completion of its five year mission under the command of **Captain James T. Kirk**, the *U.S.S. Enterprise NCC-1701* undergoes a thorough refit.

Main Engineering

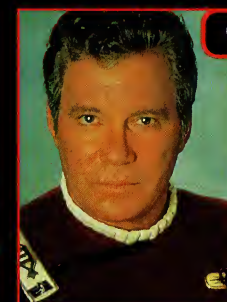


The warp engines that power the *U.S.S. Enterprise NCC-1701* are carefully nurtured by **Montgomery Scott** in Main Engineering.

FILE 20 CARD 3

U.S.S. ENTERPRISE NCC-1701-A

Captain Kirk



Main Bridge

The bridge of the *U.S.S. Enterprise NCC-1701-A* features banks of monitors around its perimeter.



FILE 22 CARD 3

Shuttlebay



The shuttlebay aboard the *U.S.S. Enterprise NCC-1701-A* makes provision for the latest *Starfleet* auxiliary vessels.

FILE 22 CARD 6



Captain James T. Kirk is given command of the *U.S.S. Enterprise NCC-1701-A* in 2286, following the destruction of its predecessor the previous year.

FILE 22 CARD 1

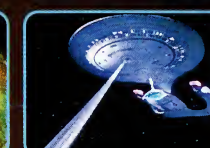
THE STARSHIP ENTERPRISE: KEY EPISODES



'The Cage'
FILE 67
CARD 1



'Where No Man
Has Gone Before'
FILE 68 CARD 1



'Encounter at
Farpoint'
FILE 69 CARD 1



'Yesterday's
Enterprise'
FILE 69 CARD 62



STAR TREK:
The Motion
Picture
FILE 72



STAR TREK IV:
The Voyage
Home
FILE 75



STAR TREK
Generations
FILE 78



STAR TREK:
First Contact
FILE 79

U.S.S. ENTERPRISE NCC-1701-B



Main Bridge

The bridge of the **U.S.S. Enterprise NCC-1701-B** retains the basic design of its predecessor, but utilizes advanced touch-sensitive controls on many of the workstations.



DORSAL VIEW



STARBOARD VIEW

FILE 23 CARD 2



The **Excelsior-class U.S.S. Enterprise NCC-1701-B** is launched from **Spacedock** in 2294.

FILE 23 CARD 1

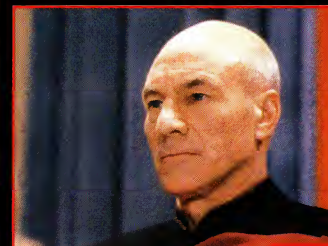


FORE VIEW



AFT VIEW

U.S.S. ENTERPRISE NCC-1701-D



Captain Jean-Luc Picard

FILE 25 CARD 1

The **U.S.S. Enterprise NCC-1701-D** is launched in 2363 under the command of **Captain Jean-Luc Picard**. The vessel is destroyed in 2371.



Main Bridge

FILE 25 CARD 5

The bridge of the **U.S.S. Enterprise NCC-1701-D** has a more relaxed, comfortable atmosphere than its predecessors.

Crew Under Captain Picard



Captain Jean-Luc Picard's senior staff serve with distinction during their time aboard the **U.S.S. Enterprise NCC-1701-D**.

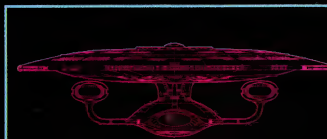
FILE 25 CARD 34



AFT VIEW



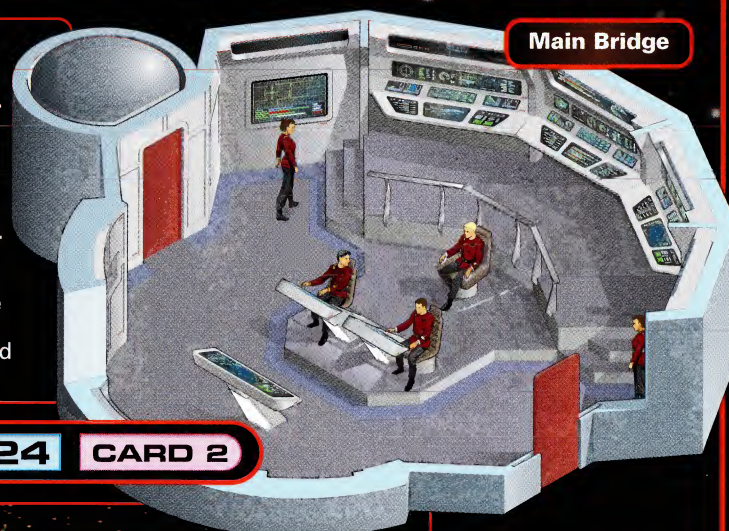
STARBOARD VIEW



FORE VIEW

U.S.S. ENTERPRISE NCC-1701-C

The bridge of the **U.S.S. Enterprise NCC-1701-C** is far smaller than that of the **U.S.S. Enterprise NCC-1701-B**. Fewer staff are required to operate the workstations located around the bridge.



Main Bridge

FILE 24 CARD 2



FILE 24 CARD 1

The **Ambassador-class U.S.S. Enterprise NCC-1701-C** is destroyed while defending a **Klingon** outpost on **Narendra III** in 2344. The vessel is commanded by **Captain Rachel Garrett**.

U.S.S. ENTERPRISE NCC-1701-E

Main Engineering



FILE 26 CARD 3

The sophisticated warp drive that provides power for the **U.S.S. Enterprise NCC-1701-E** is monitored from **Main Engineering**, under the watchful gaze of **Geordi La Forge**.



The **U.S.S. Enterprise NCC-1701-E** is the most advanced vessel to bear the legendary name. It enters service in 2372, under the command of **Captain Jean-Luc Picard**.

FILE 26 CARD 1

The bridge of the **U.S.S. Enterprise NCC-1701-E** features a number of stand-alone consoles located around the captain's chair. A particular innovation is the holographic viewscreen positioned at the front of the bridge, although by 2375 this has been replaced by a standard unit.

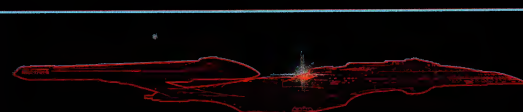


Main Bridge

FILE 26 CARD 2



AFT VIEW



STARBOARD VIEW



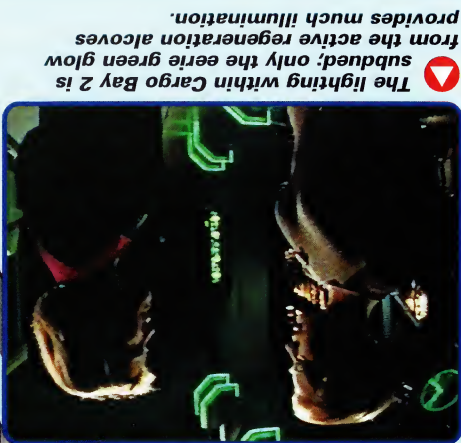
DORSAL VIEW



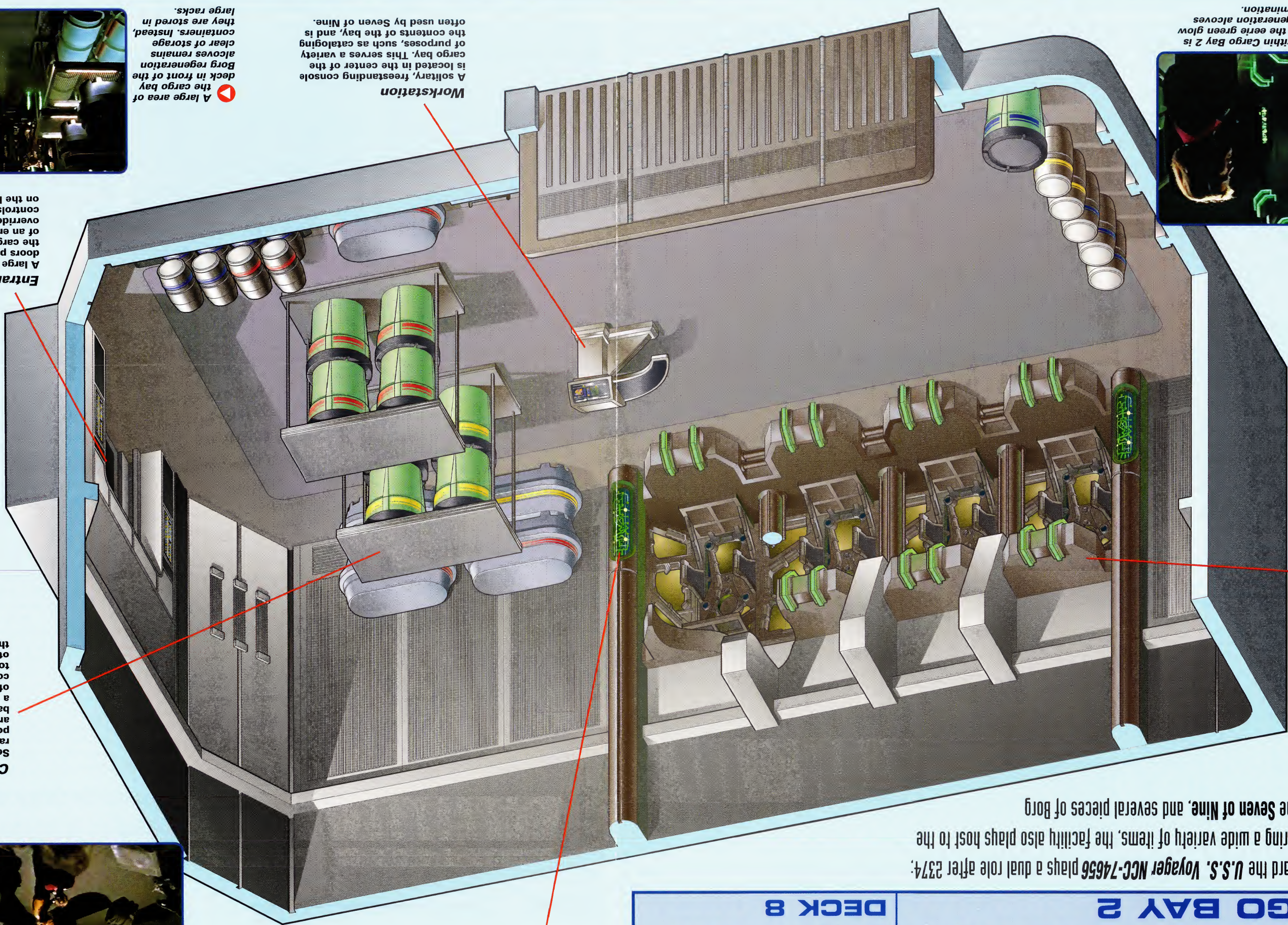
SHIP: **U.S.S. VOYAGER NCC-74656**
FACILITY: **CARGO BAY 2**
LOCATION: **DECK 8**

Cargo Bay 2 aboard the *U.S.S. Voyager NCC-74656* plays a dual role after 2374: in addition to storing a wide variety of items, the facility also plays host to the former Borg drone Seven of Nine, and several pieces of Borg technology.

Alcoves
The most notable alteration to the cargo bay after the arrival of the Borg is a row of alcoves, regeneration alcoves, Seven of Nine primarily utilizes the alcove closest to the door.



▶ The lighting within Cargo Bay 2 is subdued; only the eerie green glow from the active regeneration alcoves provides much illumination.



Interface
Several Borg systems have been integrated into the cargo bay. These serve to regulate the unique systems of the regeneration alcoves, thus providing Seven of Nine with ample rest.

▶ The cargo bay is still used for a number of official purposes, such as storing items that are brought aboard *VOYAGER*, despite the fact that Seven lives there.

Cargo racks
Several cargo racks are positioned around the bay to provide a safe means of stacking large containers on top of each other within the facility.

Entrance
A large pair of sliding doors provide access to the cargo bay. In the event of an emergency, manual overrides to the door controls are located on the bulkhead.



▶ A large area of the cargo bay deck in front of the Borg regeneration alcoves remains clear of storage containers. Instead, they are stored in large racks.

Workstation
A solitary, freestanding console is located in the center of the cargo bay. This serves a variety of purposes, such as cataloging the contents of the bay, and is often used by Seven of Nine.



SHIP:
U.S.S. VOYAGER NCC-74656

FACILITY:
CARGO BAY 2

LOCATION:
DECK 8

The arrival of several Borg drones aboard the *U.S.S. Voyager NCC-74656* leads to a number of revisions to Cargo Bay 2 as they adapt it to serve their needs. Many of these systems remain in place over the following years to accommodate Seven of Nine's unique physiology.

The *Intrepid*-class *U.S.S. Voyager NCC-74656* is the most sophisticated science and research vessel commissioned by Starfleet on its launch in 2371, and while its design is relatively small in relation to other Starfleet ships, its function dictates the necessity for a number of large cargo storage areas for use during its extended missions. *Voyager's* forced relocation to the **Delta Quadrant** leads to a number of these areas being adapted in order to sustain the crew during periods of replicator rationing, with Cargo Bay 2 on Deck 8 converted into a hydroponics garden.

The cargo bay continues in this function for over a year, until the vessel encounters **Species 8472**, and forms an uneasy alliance with the **Borg collective** at the end of 2373. At the beginning of 2374, the **Borg Cube** on which **Lt. Commander Tuvok** and **Captain Kathryn Janeway** are working with **Seven of Nine** on a defense against **Species 8472** is destroyed, and the away team are beamed into Cargo Bay 2, along with **Seven of Nine** and several other drones. The transportation of the surrounding section of the **Borg Cube** is fortuitous in that it saves the lives of the captain and chief of security, but it also gives the Borg a foothold aboard *Voyager* that ultimately proves problematic.

Previous to its assimilation by the Borg, Cargo Bay 2 is a single level storage facility linked to Deck 8's main corridor via a set of automatic double doors that are capable of protecting the rest of the vessel when the cargo bay is depressurized. Following an attempt by the Borg to assimilate *Voyager* from Cargo Bay 2, a set of large double doors built into the outer hull of the Deck are opened, and the majority of the drones are flushed into space; only **Seven of Nine** survives the procedure, due to her infiltration of the low level **Jefferies Tube** built into the interior bulkhead of the cargo bay.

Home to the Borg

Once **Seven of Nine's** continued presence aboard *Voyager* is decided upon by **Captain Janeway**, the majority of the Borg equipment beamed into the cargo bay is removed over a period of two weeks, although the improvements they make to secondary power couplings on Deck 8 are retained as the efficiency is found to be increased.

Cargo Bay 2 is officially designated as **Seven's quarters** after **Stardate 51003.7**, with the majority of the equipment removed before **Stardate 51082.4**. In order for **Seven** to survive aboard *Voyager*, one section of the



▲ The presence of the highly advanced Borg drone **One** brings a fresh importance to the Borg systems within Cargo Bay 2; information is downloaded into Borg data nodes from the cargo bay, ready for **One** to assimilate.

Borg ship is retained, as it contains four fully functional **regeneration alcoves**, and a number of control interfaces. The section is located on the right side of the cargo bay as seen from the main entrance doors, and runs to the rear of the room, with **Seven's** alcove being the only one active until the recovery of four Borg children in 2376. These children face a similar dilemma to **Seven** because they have been removed from the collective and so require the activation of the remaining three alcoves in order to regenerate, despite a significant reduction in their reliance on Borg implants.

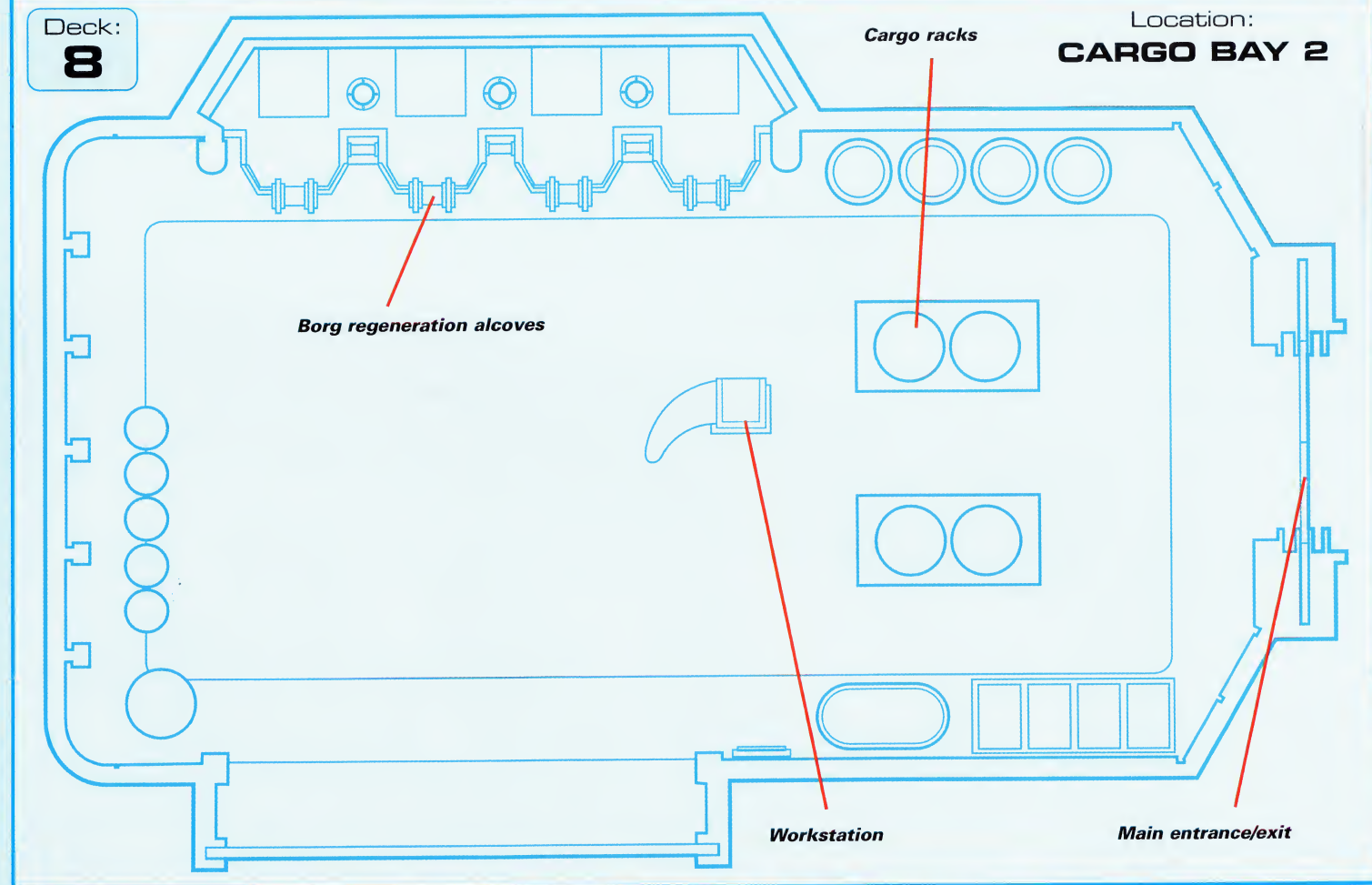
Unlike the rest of the crew, **Seven's** habitat features no personal items or furnishings. The cargo bay's interior construction is exactly as it was before her occupation, with the interior bulkhead walls constructed from interconnecting dark gray plates

running from the floor to the ceiling. Some of the bulkhead plates are drilled and reinforced, particularly around the main entrance hatch, while others feature a series of narrow ridges running vertically upward.

Sparsely furnished

The deck is smooth, allowing cargo to be moved with ease for storage or transportation to other parts of the ship, and there has been no attempt to cover the area with material for extra comfort. Lighting is at a relatively low level, and is supplied by a series of suspended lights built into the storage racking to the rear of the bay, as well as panels built into the high ceiling.

Cargo Bay 2 does not require extensive control interfaces as its primary function is one of storage; however, there are two illuminated touch-sensitive panels located to



the left and right of the main entrance hatch. Manual controls to the doors and the bay's environmental controls are built into these units, but if the panel is inoperative it is possible to release the doors manually via controls set into a small floor hatch in the left corner of the room, as seen from the doorway. A hinged panel can be opened to expose a series of illuminated conduits and controls, and allows the double doors to be partially released. Apart from the panel covering the entrance to the floor-level **Jefferies Tube**, the only other controls within **Seven's** cargo bay are those built into the curved Borg control panels and alcoves, and the single workstation supplied to **Seven** for her own duties.

Computer interface

This workstation is positioned so that it faces the main doors directly in front of **Seven's** alcove. It is constructed from a dark gray material, and features a curved waist-height section to the left, and a large protruding monitor to the right. The curved section contains two small rectangular data displays and two banks of touch-sensitive Starfleet interface controls, allowing **Seven** to reconfigure the

workstation for a number of functions. No provision is made for seating at this console, leaving personnel to stand during their operation of the unit.

Located directly behind the workstation are two tiers of storage racks that house a varying amount

of items. Smaller barrels and stand-alone cases are often stacked along the left side wall, but any larger containers are held within these racks. Standard rectangular Starfleet containers can be stacked on top of each other within the racks, with at least one wall featuring a narrow

runged ladder that allows personnel to reach the upper levels of the racking. **Seven** has no objections to the storage of equipment, as she requires only the alcove and workstation to carry out her duties and maintain her well-being aboard *Voyager*.



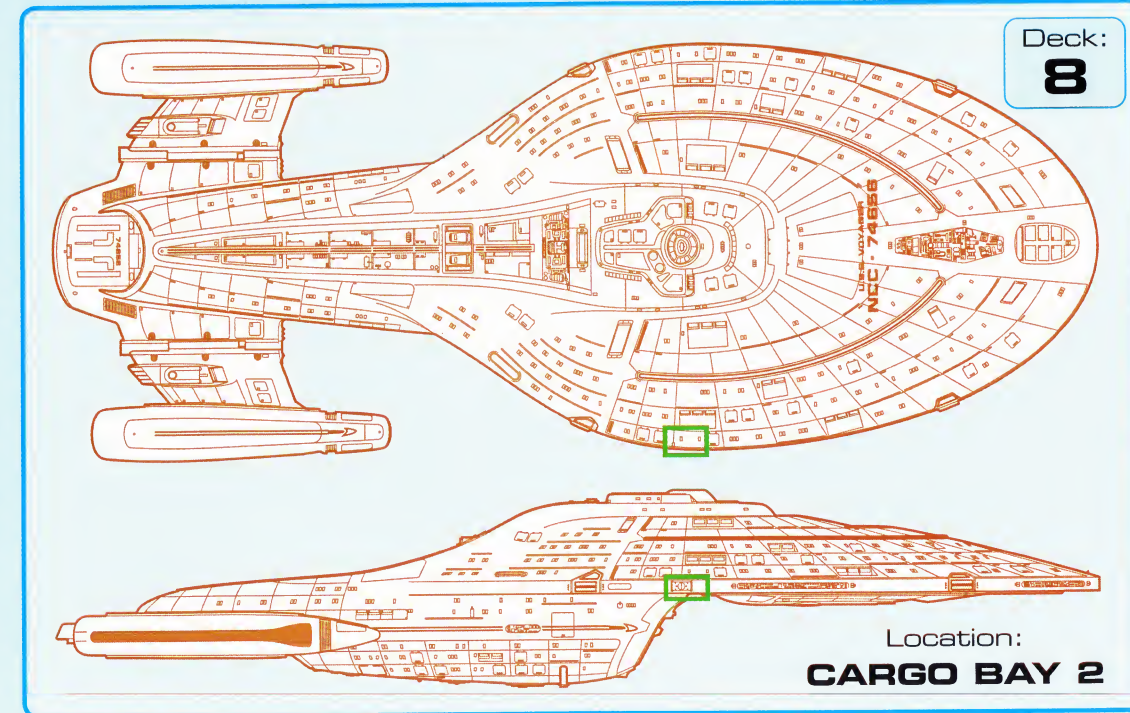
▲ The cargo bay is accessed via a large pair of sliding doors. Personnel entering the bay are then confronted by large racks holding storage containers.



▲ An intricate Borg interface panel is positioned next to the regeneration alcoves. This unit is able to interact effortlessly with the ship's LCARS systems.



▲ A freestanding Starfleet console is positioned opposite the regeneration alcoves. This can be used to provide an inventory of the cargo bay's contents.



Location:
CARGO BAY 2



Pensarkan **Delta Quadrant** race. **Tuvok** was originally scheduled for a **Red Match** fight with a Pensarkan in the **Tsunkatse** ring, until **Seven of Nine** intervened. The Pensarkan was subsequently pitted against a **Bendali**. (*Starship Log*: 'Tsunkatse' [VOY]) **SEE FILE 71**

phase inverter Component of a starship's power regulation system. **Irina**'s ship was thought to have been sabotaged during the **Antarian Trans-stellar Rally** when a faulty phase inverter was found interfacing with the **shield generator**. (*Starship Log*: 'Drive' [VOY]) **SEE FILES 40, 71**

Phlox Name of a male **Hierarchy** starship crew member patrolling the **Delta Quadrant** in 2376. Phlox used a **micro-tunneling sensor** to eavesdrop on what he thought were activities aboard the **U.S.S. Voyager NCC-74656**. (*Starship Log*: 'Tinker Tenor Doctor Spy' [VOY]) **SEE FILES 18, 71**

photolithic converter Deputy Investigator **Naroc**'s invention that **Seven of Nine** integrated into the **U.S.S. Voyager NCC-74656**'s **deflector array** to uncloak the **Ba'Neth**. **Captain Kathryn Janeway** exchanged details of this technology for information that restored **Tuvok**'s memories. (*Starship Log*: 'Riddles' [VOY]) **SEE FILE 71**

photonic field generator Powerful **holoemitter** designed by the renegade hologram **Kejal**, with **B'Elanna Torres**'s help. The photonic field generator was key to **Iden**'s vision of creating a home planet for his photonic comrades. (*Starship Log*: 'Flesh and Blood', Part I [VOY]) **SEE FILE 71**

photonic fleas Insects who thrive on plasma particles. Photonic flea larvae came aboard the **U.S.S. Voyager NCC-74656** in an amber spice jar in 2376, and were soon disrupting the power grid by feeding on plasma particles. (*Starship Log*: 'The Voyager Conspiracy' [VOY]) **SEE FILE 71**

photonic insurgent **Lokirrim** holographic beings who rebelled against their creators in a push for basic rights. Photonic insurgents are considered outlaws, and their programs deleted whenever detected. (*Starship Log*: 'Body and Soul' [VOY]) **SEE FILES 18, 71**

Pinochle, Cardassian This **Cardassian** game is played using a deck of cards. **Tuvok** sarcastically suggested that he and **Lon Suder** should play Cardassian Pinochle once a week. (*Starship Log*: 'Meld' [VOY]) **SEE FILE 71**



Planet 1865A Swampy, uninhabited, **Class-M** planet located in the **Delta Quadrant**. A **Borg Sphere** crewed by **Seven of Nine** and her original **unimatrix** team crashed here in approximately 2368, where the drones were temporarily severed from the **Borg collective**. (*Starship Log*: 'Survival Instinct' [VOY]) **SEE FILES 43, 71**

Seven of Nine fought to regain control of her fellow unimatrix members after they attempted to go their own way on Planet 1865A.

Polonians **Delta Quadrant** species who joined **Dala**'s false **Federation** seeking weaponry and support against their enemies. The Polonians were surprised when their foes also claimed a Federation alliance. (*Starship Log*: 'Live Fast and Prosper' [VOY]) **SEE FILE 71**

poma **Brunali** main course. Poma was young **Icheb**'s favorite food. **Yifay** used **Neelix**'s kitchen to fix poma for **Icheb** during an attempt to get reacquainted with her son aboard the **U.S.S. Voyager NCC-74656** in 2376. (*Starship Log*: 'Child's Play' [VOY]) **SEE FILES 18, 71**

Ponea Friendly, party-prone **Delta Quadrant** civilization. The Ponea gifted **Captain Ransom** with a synaptic stimulator, a **neural interface** that displays alien images directly into the user's visual cortex. (*Starship Log*: 'Equinox', Part II [VOY]) **SEE FILE 71**

Captain Ransom began seeing images of Seven of Nine when using a Ponean synaptic stimulator.



Portage Creek Small town in the state of Indiana, North America. **Henry Janeway**'s business, **Alexandria Books**, was threatened by plans to build the **Millennium Gate** in Portage Creek in the year 2000. (*Starship Log*: '11:59' [VOY]) **SEE FILES 44, 71**

pot roast Ancient Earth dish; a slow-cooked inexpensive cut of meat. **Neelix**, **Captain Kathryn Janeway**, and **Tom Paris** accidentally incinerated, vaporized, and liquefied pot roasts, respectively, using temperamental **U.S.S. Voyager NCC-74656** food preparation systems. (*Starship Log*: 'The 37's' [VOY]) **SEE FILE 71**

probe, class-five Torpedo casing carrying sensory instruments that extend the information-gathering capabilities of a ship such as the **U.S.S. Voyager NCC-74656**. Class-five probes have many purposes, including studying anomalies, and scanning for **transwarp** signatures. (*Starship Log*: 'Bliss' [VOY]) **SEE FILES 29, 71**

Project Voyager **Starfleet** venture created by **Admiral Paris** after **Reginald Barclay** secretly used equipment from the **Pathfinder Project** to communicate with the **U.S.S. Voyager NCC-74656** in the **Delta Quadrant**. (*Starship Log*: 'Pathfinder' [VOY]) **SEE FILE 71**

Protector Title given to a primitive city-state chief on the time-differential planet. One of the planet's Protectors attempted to send a message in a balloon to the Protector believed to be residing in the **Sky Ship**. (*Starship Log*: 'Blink of an Eye' [VOY]) **SEE FILES 18, 71**

pulse emitters **Starfleet phaser rifle** component. Pulse emitters modulate the power generated by the phaser rifle. Adjusting the pulse emitters to closely match target shield harmonics boosts penetrating power. (*Starship Log*: **Star Trek: First Contact**) **SEE FILES 60, 79**

Pyong Ko 21st-century surgeon whose genetic studies resulted in a cure for cancer and a new era in Earth medicine. The **U.S.S. Voyager NCC-74656**'s **EMH** briefly adopted Pyong Ko's name as his own. (*Starship Log*: 'Fury' [VOY]) **SEE FILES 43, 71**